FOR PUZZLING TIMES

OCTOBER 1997
DISPLAY UNTIL OCTOBER 14

20TH ANNIVERSARY ISSUE

GAMES

20/20 HINDSIGHT

Remember what it was like 20 years ago, when the first issue of GAMES appeared? One reader recalls the details this way, but his memory is playing tricks on him. Twenty of the items in this scene did not yet exist in the fall of 1977. How many of these anachronisms can you find? ANSWERS, PAGE 40

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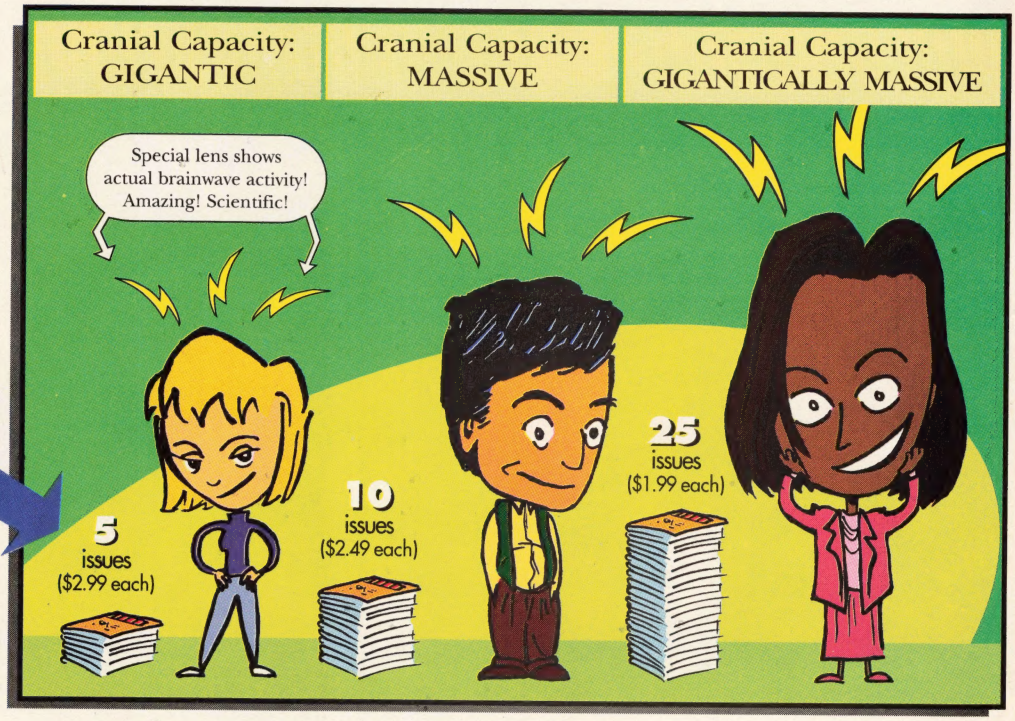
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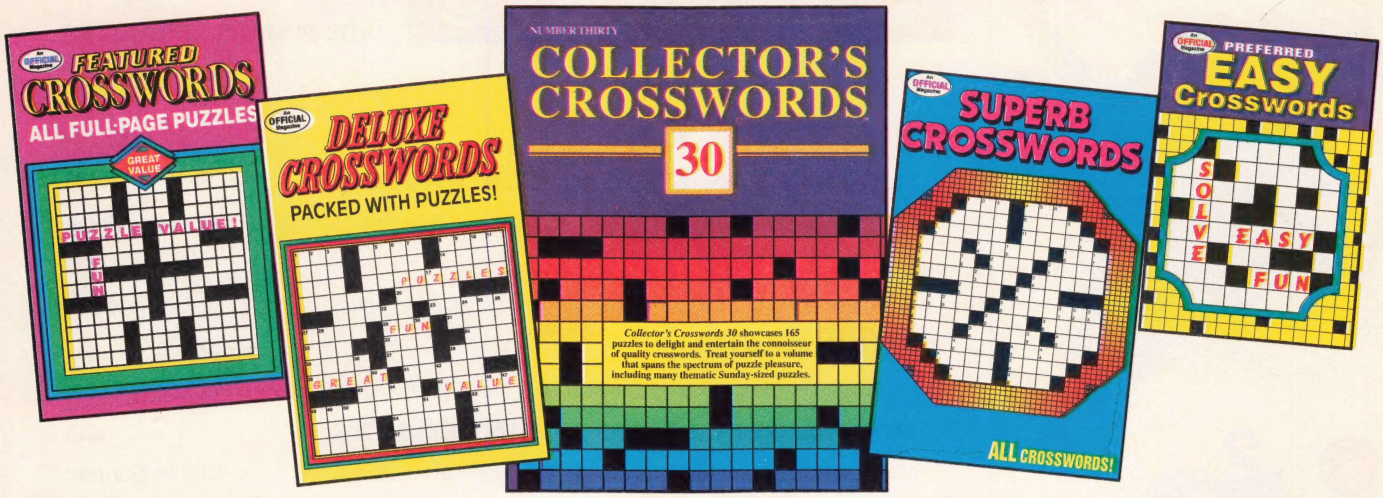

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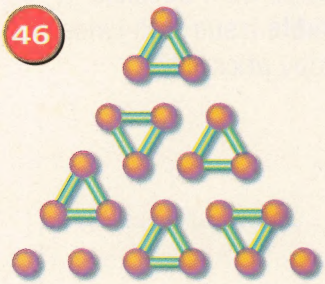
46

16

60

GAMES

VOL.21 NO.5 (ISSUE 141)

FEATURES

A GUIDE FOR GLOBAL GLADIATORS 10
Everything you always wanted to know about Internet gaming. Eric Berlin

RHYME TIME 16
Amidst the hurly-burly, find the fair's rhyming word pairs. Regis Modesta

KNOT AGAIN! 18
This time-sequence puzzle offers many Twisters and turns. Kimberly Butler

MY FAVORITE NEW BRAINTEASERS 46
More mind games from "The Dean of American Puzzlers." Martin Gardner

REELIN' IN THE YEARS 48
Try for a perfect score on our 20th-anniversary Eyeball Benders. Keith Glasgow

LAND RUSH 50
In this new strategy game, the best offense is a good fence. James Ernest

THE OTHER GAMES MAGAZINES 56
Periodicals and a Web site for players and collectors. Burt Hochberg

PLAYING DEAD 64
A frightful photo quiz with a truly transparent premise. Madolyn Geist

FIND THE FAKE AD ??
Which of the products is a product of our imagination? ANSWER, PAGE 42

PENCILWISE

Twist Ties ····· 21
Natural Selections ····· 24
The Lexagon ····· 25
Tile and Error ····· 28
Déjà View ····· 29
Around the Bend ····· 33
Leapin' Letters ····· 44
and other pencil puzzles ····· ••

CONTESTS

BORDER DISORDER 45
Spot the states and sort by scale to discover a secret site. Paddy Smith

HIDDEN CONTEST ??
Twenty entries drawn November 3 will each win a GAMES T-shirt.

CONTEST RESULTS 58
Color Scheme and Hidden Contest from April

DEPARTMENTS

Editor's Message ····· 4
Letters/Laundry ····· 4
Gamebits ····· 6
Logic ····· 8
Answers ····· 40
Games & Books ····· 52
Classifieds ····· 55
Wild Cards ····· 60

DIFFICULTY RATING

★ Easy Hike ★★ Uphill Climb ★★★ Proceed at Your Own Risk ★☆ Mixed Terrain

COVER PUZZLE DIANE LEFEBVRE PHOTOGRAPH NICK KOUDIS STYLING BETTE DEMERI

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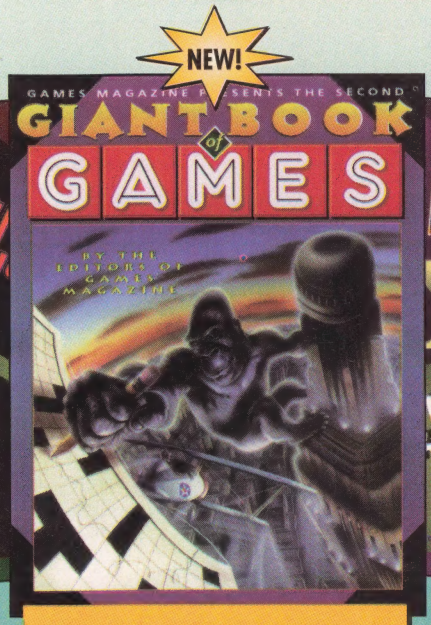

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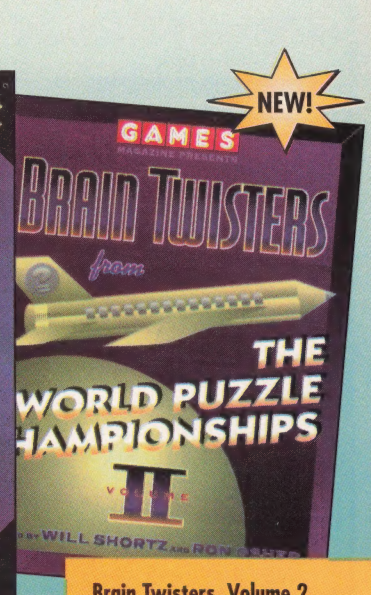

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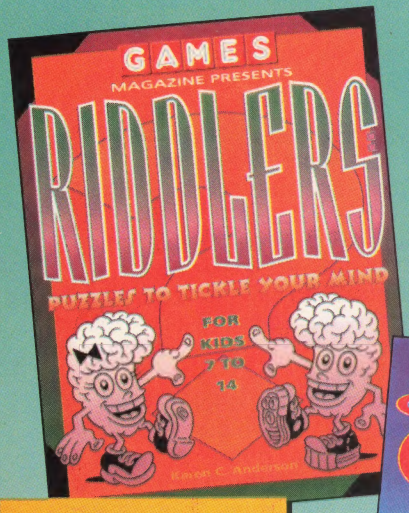

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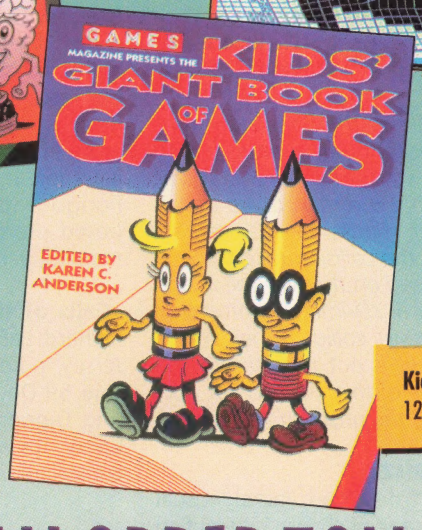

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TIMES BOOKS

WP1296

LETTERS

EDITOR'S MESSAGE

September marks the 20th anniversary of the premiere issue of GAMES. Since 1977, the magazine's mission has remained the same: to entertain, amuse, and challenge readers with a unique mix and style of puzzles; to provide news and reviews of new games and puzzles; and to celebrate human ingenuity in all its forms.

To mark this special occasion, we've created a "20-20 Hindsight" anachronisms puzzle for the cover, a 1–20 Eyeball Benders feature, a Hidden Contest with a 20 theme, and at least two other puzzles involving the number 20 in a significant way. (As usual, Hidden Contest entries must attempt to follow a specific instruction found somewhere in this issue—though not in the Answers—and must be received no later than **November 3, 1997,** to: **Hidden Contest XX, GAMES Magazine, P.O. Box 184, Fort Washington, PA 19034.** Twenty correct entries drawn at random will win a GAMES T-shirt.) We also succeeded in persuading longtime contributing editor Martin Gardner—"the Dean of American Puzzlers"—to present a sequel to his collection of "Ten Favorite Brain-teasers," which appeared way back in our third issue. (There are other kinds of features that went years between appearances in GAMES, but none with anything close to this 20-year gap. Score one for the record books.)

We'll also be publishing a special 20th anniversary collection of our best puzzles in a special issue, which will be on sale at newsstands starting September 9.

Just as you, our readers, have supported us these many years, we pledge our continuing efforts to produce—for at least another 20 years—the best game and puzzle magazine in the world.

—R. Wayne Schmittberger
Editor in Chief

WE ALL MAKE MYTH-STAKES

I'd like to gripe about clue 47-Down ("She jilted Jason") in "Just for Openers" on page 27 of the August issue. The answer reads "Medea" but she didn't jilt Jason; it was the other way around. Medea was the princess of Colchis (and a witch to boot) who thought that Jason would marry her in exchange for her guidance through her father's lands on his quest for the Golden Fleece. Turned out Jason dumped her after she had outlived her usefulness. Medea, by the way, iced Jason's next fiancée by giving her a cursed dress that incinerated its wearer. This also led to the deaths of Medea's two children by Jason (they were the delivery boys, the bride-to-be was royalty; they were promptly executed). I doubt that Medea would have retaliated with such supernatural (and reckless, blind, self-destructive) fury had the breakup been her idea.

Rebecca Capowski
Great Falls, MT

OFF COURSE?

The cover puzzle "Crash Course" (August cover) does not make sense because you have neglected to include an extremely important mathematical concept: velocity. How is one to know if the rockets will hit when no indication of their speed is given? What the answers demonstrate is that the *paths* of the rockets will hit. Without the factor of time, there is no way of knowing if the rockets themselves will hit.

—Debbie Victor
Buffalo, Grove, IL

Since the puzzle instructions state that four of the rockets will collide if they continue in a straight line, the solver must assume that the rockets are traveling at whatever relative speeds are necessary to make the collision take place. It so happens, based on the way the image was created in a 3D-imaging program, that the rockets will collide if their velocities are equal. (It is not possible for the solver to be sure of this, but it is not necessary in solving the problem.)—Ed.

CHEESE WHIZ!

In August's "Hit the Road, Jacks!" visual puzzle, the package of cheese is identified as "Monterey Jack cheese." However, the photo shows the package labeled "Natural Semi-Soft Cheese with Jalapeño Peppers." No whey, man! Perhaps it hadn't oc-curd to you, but Monterey Jack with peppers is called Pepper Jack. Actually, I suppose Monterey Jack is technically a correct answer, since it is an ingredient in the Pepper Jack in the picture. However, to list Monterey Jack but not Pepper Jack in the answers is like calling Rocky Road ice cream chocolate. It looks to me as though you bleu it! Perhaps you havarti received another letter pointing out this correction, but if not, it would be very gouda you to send me a T-shirt.

Mark D. Myers
Oklahoma City, OK

LAUNDRY

If a reader finds a significant error or a mistake that affects the play of a game or puzzle, and we agree that the slip needs laundering, we'll acknowledge the first or most entertaining letter and send the writer a GAMES T-shirt.

•**Cryptic Crossword 2** (August, page 33). Martha Seighman of Washington, North Carolina, creatively conveys how our editing skills fell short :

25-Down's clue left me in suspense
When divided in "two parts" it just didn't make sense.
From "natural water" I derived the word "rain"
But how'd he get "raisin' minus is"? Please explain!

The truncated clue should have read "natural water supply is taken out of dried fruit (4)."

•**Face Lifts** (August, page 34). Boy, are our faces red! Tami Auguston of Virginia Beach, Virginia, points out that our answer for #6 (Cruella De Vil) was incomplete. She writes "Puppy parents Pongo and Perdita are pussless and posed prominently next to the pooch-napping perpetrator." We 'pologize.

•**Calls of the Wild** (August, page 23). Richard LeBano, of Mt. Ephraim, New Jersey, pointed out a stellar mistake in clue 59-Down, which reads "___ Major (Big Dipper star)." He writes, "We all know, it's a fact by far, Ursa Major's a constellation, not a star."

CORRECTION

The game Pit, reviewed in the August issue (page 56), was invented not in 1972 but in 1904. According to Winning Moves, it is one of the oldest proprietary games in the U.S. still on the market.—Ed.

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GAMEBITS

edited by dave hamill

THE HEART AND THE MIND

While a polished appearance and a confident demeanor continue to be important when going on a job interview, being in touch with your feelings might also be worth adding to your resumé—at least if you listen to Virtual Entertainment and their Emotional IQ Test multimedia CD-ROM.

The theory of Emotional Intelligence (EQ) was introduced by psychologists Dr. John Mayer of the University of New Hampshire and Dr. Peter Salovey of Yale University, and is defined as the ability to perceive, use, understand, and regulate emotions to solve problems and enhance relationships at home, school, and work. The research suggests that intelligence also comes from the gut, with EQ playing as great a role in a person's success as brainpower.

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The Emotional IQ Test multimedia CD-ROM/hybrid for Macintosh and Windows is available from Virtual Entertainment/Virtual Knowledge, 200 Highland Ave., Needham, MA 02194; (800) 301-9545; fax (617) 449-4887; http://www.virtent.com. The suggested retail price is $24.95. ■

—Marshal M. Rosenthal

A DOGGONE GOOD TIME

Maybe you've always dreamed of taking Fido to meet David Letterman and having him perform Stupid Pet Tricks. Maybe not. But either way, you and your canine companion can experience the thrill of competition with My Dog Can Do That!, a board game you play with your pet.

The game was invented by Dan and Marcia Sherry of Barrington, Illinois, co-owners of The ID Store, a manufacturer of identification tags for pets.

"One New Year's Eve, after playing a trivia game with friends, we noticed that our dog had such a sad, dejected look on his face," Dan Sherry recalls. "We all joked that someone should invent a game for dogs so they wouldn't feel left out. We couldn't get the idea out of our heads because, beyond being a blast to play, we realized that there would be real training benefits to such a game."

To help develop the concept, the Sherrys spoke to a professional game consultant as well as world-renowned dog behaviorists Ian Dunbar, PhD, BVetMed, MRCVS; and Terry Ryan, author of the popular book *Games People Play to Train Their Dogs*.

Up to four players—and their human companions—attempt to perform the tasks on any of 72 trick cards within a 30-second period, moving ahead 1 to 12 board squares "depending on the difficulty level of the stunt."

The game is available at major pet supply stores nationwide at a suggested retail price of $29.99. To place an order or for more information, contact the Sherrys toll-free at 888-STUNTDOG (788-6836). ■

—Dave Hamill

PHOTOGRAPH BY BUTLER AND TEGNI

CONSTRUCTING CROSSYNERGY

In the world of printed newspapers and magazines, crossword constructors who hope to sell their work must get picked up by a syndicate: a company that sells puzzles to a number of publications nationwide. Like an actor's agent, the syndicate receives a portion of the author's fee. However, in the virtual New World of the Internet, opportunities arise daily to change the status quo, and a new creature called CrosSynergy Syndicate is changing how constructors sell—and create—their crosswords.

Literate Software Systems (Litsoft) discovered that it would be easier to sell a crossword Web site feature if a ready source of quality puzzles were available. Such a source didn't yet exist, so Litsoft approached several noted cruciverbalists and proposed a members-run consortium that would provide topnotch daily puzzles to Litsoft's clients. Although Litsoft helped create the syndicate, CrosSynergy is an independent entity owned by its author-members, who own all copyrights to their work.

These authors comprise a who's who of crossword mavens: Derek Allen, Martin Ashwood-Smith, Harvey Estes, Matt Gaffney, Ray Hamel, Matt Jones, Bob Klahn, Frank Longo, Rich Norris, Mel Rosen, and Dave Tuller.

In a departure from the traditional constructor/editor interchange, the syndicate's crosswords are created using a peer-review process. With members located across the U.S. and Canada, discussions are facilitated through private online message boards. Crosswords—both works in progress and finished ones—are instantly made available to all members to form the basis for discussions and editing.

Work often begins with group theme development and proceeds through a staged peer-editing process. Thus, the rather solitary exercise of construction becomes a social one, realizing all the benefits that multiple perspectives can bring to the table.

To check out the results for yourself, visit either of CrosSynergy's current clients: Houston Chronicle Interactive (www.chron.com) or SignOn San Diego (www.uniontrib.com), the online version of the *San Diego Union Tribune*. ■

—John Chaneski

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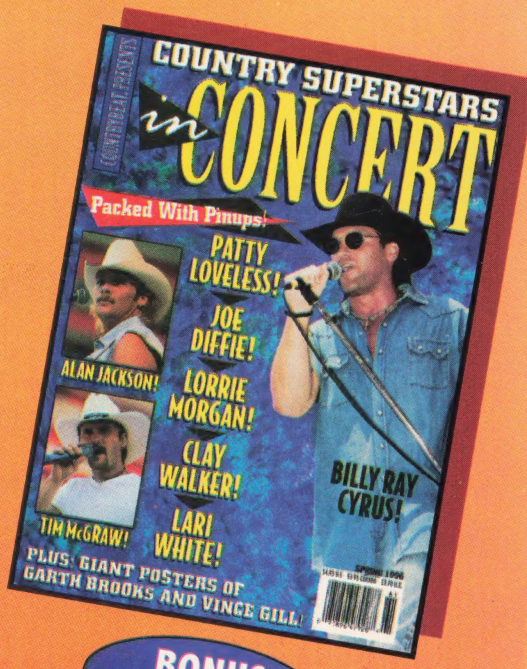

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A NIGHT AT THE OCTOPLEX

by R. Wayne Schmittberger

★★★ At its grand opening, eight film enthusiasts eagerly entered their town's Octoplex movie theater, where cinemas numbered 1 through 8 were each about to show one of the following feature films: *One Flew Over the Cuckoo's Chest, Two for the Toad, Three Slays of the Condor, Four Norsemen of the Apocalypse, Five Cheesy Pieces, Six of a Grind, Seven Days in Clay,* and *Eight Men Pout.* In the lobby, the filmgoing friends—Arnie, Buffy, Carrie, Davey, Ellie, Frankie, Georgie, and Harry—each purchased a different snack from among the eight items offered at the Octoplex: Ickipoos, Jujubeasts, Kooldrools, Lickericks, Mouthburners, Nasties, Oopsies, and Phooies. Then they split up, and each friend went to see a different film.

From the clues below, can you determine who saw which film, the number of the cinema in which each film was playing, and who ate which snack?

THE CLUES

1. No cinema's number matched the number in the title of the film that was showing there.

2. If each cinema's number were added to the number in the title of its film, the sum would be different for each of the eight cinemas.

3. When the friends added the numbers of their cinemas to the numbers in their respective movie titles, they found that Buffy and Frankie—one of whose totals was three more than the other's—had higher sums than anyone else.

4. No one had a combination of a cinema number and a movie title number that totaled exactly 11.

5. The friends who ate Kooldrools, Lickericks, and Mouthburners were each in a cinema whose number was two less than the number in the title of the film being shown there.

6. Georgie and the person who ate Ickipoos both saw films in which the number in the title was three less than its cinema's number.

7. Arnie's cinema's number, which was twice Ellie's, was equal to the number in the title of the Jujubeasts eater's movie.

8. The number in the title of the movie that was seen by the Nasties eater was equal to Carrie's cinema's number, which was exactly half Davey's cinema's number.

9. The Oopsies eater's movie title number was equal to Harry's cinema's number, which was three higher than Frankie's cinema's number.

10. The Mouthburners eater's cinema's number was greater than the number in the title of the movie seen by the Lickericks eater.

ANSWER, PAGE 42

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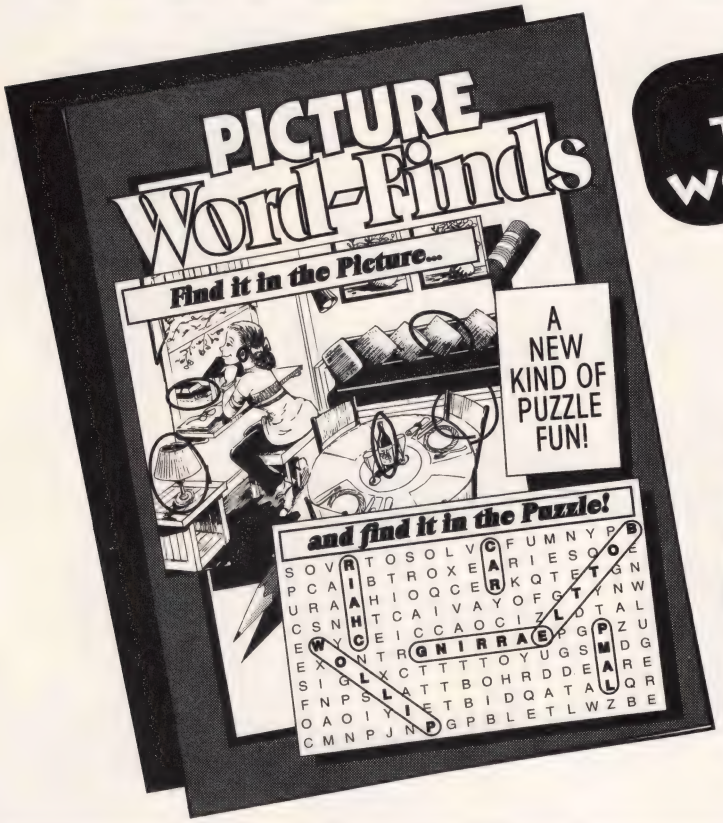

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NEUBECKER

A Guide for GLOBAL GLADIATORS

or

EVERYTHING YOU ALWAYS WANTED TO KNOW ABOUT INTERNET GAMING (but thought it'd be way too complicated)

By Eric Berlin

Illustration By Robert Neubecker

It's kind of odd how one day it suddenly seemed as if everyone was connected to the Internet. Look around you: People are trading e-mail addresses instead of phone numbers. Commercials, in print and on TV, have begun giving out not only toll-free numbers but URLs (uniform resource locators)—those strings of letters and punctuation such as http://www.something.com that represent sites on the World Wide Web.

We've all heard the cautionary tales about how the Internet will change the way we obtain information, making newspapers and TV virtually obsolete. We've heard how businesses can use the Net to make a profit and sell things to you, the home user. We've heard how little Timmy can research his report on the Civil War without venturing into a library. This is all well and good—revolutionary, even. But while we're not uninterested in news, business, and research, we do have another, more pressing question: Where are the games? On a worldwide network of 8 million interconnected computers, there have got to be some games, right?

You bet there are—more, in fact, than we can possibly fit into this article, with untold thousands of potential opponents already playing them, just waiting for you to join in. How do you do that? It's simple. You need two things: a computer with a modem, and an Internet Service Provider (ISP). The ISP's computers are hooked into a network, along with the other 9 million computers on the Net. (The number increased since the last paragraph—that's how fast the Internet is growing.) From any one of those computers, you can access information—news, research, games—available on any of those other computers.

When you dial into your ISP, you are linked to the millions (9.3 now) of computers out there. Your ISP should also give you software containing the tools you need to make use of this gigantic (and slightly overwhelming) resource. The two major tools you should receive are a Web browser and a program that lets you send and receive e-mail.

The browser, which is likely to be either Netscape or Microsoft Explorer, allows you to view Web sites on the World Wide Web—just type in a URL, hit a button, and boom, you're looking at a Web page originating from a computer as close as next door or as far away as the other side of the world. (I'm going to give you lots of URLs in this article.)

The e-mail program, which may well be one called Eudora Lite, is also pretty easy to use. Your e-mail address generally consists of your name (or whatever handle you've chosen to represent you online) combined with your ISP's name. My ISP's name is Panix, for instance, and my name is Eric, and by gosh, my e-mail address is eric@panix.com. Once you know someone's e-mail address, you can use the e-mail program to send him or her mail; that person can then send mail back to you. I'm not going to give you too many e-mail addresses here, but you'll come across many as you explore the Net and find other gameplayers online. Or, hey, you can always write to me.

By the way, nothing in this article applies to America Online. AOL is not the Internet—it is an independent online service with its own exclusive content. You don't need this article to find games on AOL—just click the giant Games button that appears when you first sign on.

While you can use AOL to access the actual Net, I don't recommend it. AOL's Web browser doesn't support Java (I'll get to this later), and many of the other services I'll be discussing here claim to either not work at all with AOL or at the very least work much more slowly than if you had a regular ISP. So make sure your Internet Service Provider is a company whose sole purpose is to connect you to the Net, without needing to worry about its own content as well. It'll be faster and more satisfying than connecting to the Net via an online service. (If you really like AOL, you can use it along with a separate Internet Service Provider—budget permitting, of course.)

Once you have an ISP, a Web browser, and a way to send e-mail, you technically have all the tools you need to play

games online—although, as you'll see, several more small, free pieces of software can dramatically increase your online enjoyment. And isn't that the point?

With the aid of a few generalizations, Internet games can be placed into two categories: those that are played over a "server," and those that are not. A server is a computer on the Net that is dedicated to a certain game—for instance, you may hear the term "chess server" bandied about online. In order to properly use such a server, you'll need a small piece of software called an "interface" or a "client." Such clients can be downloaded right off the Web. (See the box on page 13, where you'll find a list of the more popular strategy-game servers and the client software needed for each.) You'll generally need a different client for each server—you can't play on the go server with a backgammon program, for example.

Let's say you want to play chess online. Chess, being one of the most popular games on the Net, has many different servers, which are divided up into those that are free (collectively called the Free Internet Chess Servers, or FICS), and those that cost money (the Internet Chess Club is a good example). If you want to play on the FICS, the best interface is one known as Chessbd, and it is available at the URL **http://we.got.net/~dfong/chessbd/chessbd.html**.

Type that Web address into the space at the top of your browser, hit return, and in a matter of moments you'll find yourself looking at Dan Fong's Web page. Scoot down the page a little bit, and you'll see Fong's description of Chessbd, which he created. Next to the description is a little chessboard in a blue box. On the Web, words and pictures in blue tend to be "links," which generally lead to other Web pages when clicked upon. In this case, however, clicking on the little chessboard will begin a download of the Chessbd program from Fong's computer into yours.

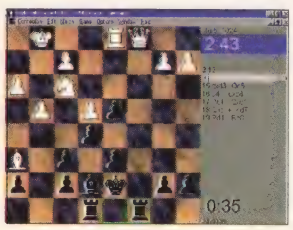
When you've opened up the Chessbd file, you'll see that the chess pieces are serviceable but ugly. This is Fong's way of asking you to buy the software (for $12), at which point he'll give you much nicer pieces. Chessbd is shareware—meaning you can try it out, but then it is requested that you pay a small fee. Other programs on the Internet are simply freeware, meaning you can download them and use them all you want, gratis.

So you've got Chessbd—now what? Well, in short, you can connect to one of the free servers by pulling down the "ICS" menu you'll see there and clicking on one of the servers beginning with an F (for free, natch). There you can observe games, chat, or challenge others to play. You can have a full-fledged chess rating, but you'll have to first register on the server. Learning how to do all this requires a bit more space than we have here, but the client software has a Help file, and so does every chess server you might connect to. I strongly advise that you read every Help file you can get your mouse on.

The other servers and their respective interfaces work in a similar fashion: You download the software, read its Help file, connect to the server, register, and play. Here are the URLs to start you off, along with other facts you might need to know:

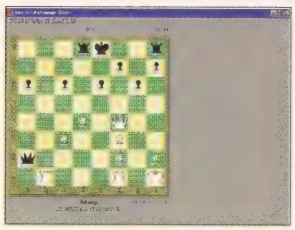
CHESS

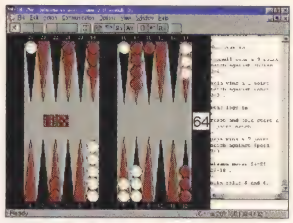
http://www.chessclub com—BlitzIn, an interface for use with the Internet Chess Club, which costs $49 for a year, $24.50 for students. A very popular place for chess lovers (shown at right).



http://we.got.net/~dfong/chessbd/chessbd.html—Chessbd, for the Free Internet Chess Servers (see top of next column).

http://www.chessmaster.com—Chessmaster Online, which connects to Mindscape's chess server. Easy to set up, but not as many features as the Internet Chess Club. Ideal for beginners.





BACKGAMMON

ftp://redwood.northcoast.com/pub/mccool—Yes, that's "ftp" instead of "http." Trust me. At this site is the file **fibsw.zip**, a Windows backgammon program to be used with the First Internet Backgammon server.

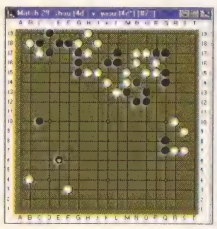
BRIDGE

http://www.okbridge.com—Nonstop duplicate bridge, at $79 per year.

CHINESE CHESS

http://www.math.harvard.edu/~xichen/ICCS.html—An introduction to the server and a list of free clients, but there's not much here on learning the game. For that, try out **http://members.aol.com/xiangqi/index.htm**.

GO



http://igs.nuri.net—Here's info on how to connect to the Internet Go Server, complete with lots of free clients. Mac users have a choice, but Windows users should use **winigc63.zip**, which works best.

In addition, there is an Othello server, which we once frequented but remained stubbornly unavailable during the researching of this article. Never fear, though: By the time you finish reading, it's likely you'll be able to find any game you might want on the Net.

There's also Diplomacy, the classic game of war and bluffing. Diplomacy is hugely popular on the Internet, and yes, there are Diplomacy servers, but you don't need any specialized software to find yourself a game—all you need is your ability to send e-mail. In real Diplomacy—played offline—players make alliances and stand in a corner of the living room, whispering plans to take over France. Online, all such whispering takes place via e-mail, as does moving your armies and fleets, as does joining a game in the first place.

When playing or looking for a game, you send all your commands to a server—or, in Diplomacy-speak, a judge. Because in Diplomacy all players move simultaneously, the judge needs to do more than simply announce what each player has done—he or she also makes sure that no two players have tried to enter the same territory. If such a conflict does arise—and there's not much of a game otherwise—the judge declares a winner based on Diplomacy rules. (This is far superior to bickering with your friends over who has taken France.) A fine beginner's tutorial for playing Diplomacy online resides at **http://home.sn.no/~arannest/dip/dipstep.htm**. I recommend that you own a board—Diplomacy does not translate well to a computer monitor.

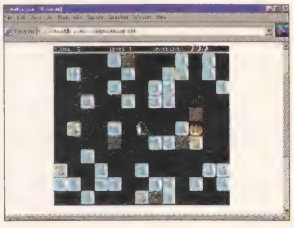
Just as your e-mail program can double as your Diplomacy War Room, your Web browser has a secret life as a video arcade

and more, thanks to a dandy programming language called Java. Java enables little animations to appear on a Web page, rather than just the usual staid text and pictures. Some folks programming "Java applets" have done amazing things, like recreating classic arcade games and, of course, inventing new ones. If you have a fairly current version of Netscape or Microsoft Explorer as your Web browser, then simply wander over to the following sites and discover that the Web can function as your own giant arcade, no quarters necessary.

ASTEROIDS

By far the best Asteroids—utterly faithful to the Atari original, complete with vector graphics and simple sound effects—is at **http://www.eyeone.no/index_ns.html.** Remember, don't move your little ship unless you absolutely have to, unless you want to hunt spaceships for big points. (Is it all coming back to you now?)

ICEBLOX



Remember Pengo, in which you, a penguin, attempted to free gold coins from their ice-cube prisons by kicking and thus shattering them? You also hoped to knock out a few of the traveling flames, whose sole job on this planet was to stop your ice-cube-kicking ways. All these Street Fighter games are as logical as Sophocles compared to some of the weird stuff from long ago. Anyway, Pengo has been reborn as Iceblox, at **http://www.tdb.uu.se/~karl/java/iceblox.html**, and it's a gem waiting to be rediscovered.

PIPE DREAM

Was this ever in the arcades? Maybe, maybe not, but it's still a classic, wherein you must keep ahead of a flow of water by laying down lengths of pipe. This version was apparently someone's classroom assignment, and they did a fine job. It's at **http://www.cs.brown.edu/people/amd/java/PipeDream/**.

GALAXIAN

The original arcade game, we're pretty sure, didn't look like this: You control a giant bow, which shoots big pink arrows at the aliens above. This Galaxian, at **http://www.worktechs.com/space/space.html**, has excellent graphics, cartoony and fun.

APPLET ARCADE

All of the above Java games, plus another 75 (!), are represented at the Applet Arcade (**http://members.aol.com/shadows125/arcade.htm**). Not every game is a masterpiece, and some are quite bad indeed, but you can pretty much spend an entire day there clicking on links, trying out games, and finding your favorites.

MINDSPORTS

For the abstract strategy game aficionado, there's nothing like the Mindsports site (**http://www.mindsports.net**). Learn to play Grand Chess, Havannah, Emergo, and half a dozen other intriguing games, most of which were created by Dutch game inventor Christian Freeling. (You can also play chess there.) The site provides rules, tutorials on basic strategy and tactics, and sample games that can be viewed as movies by means of Java applets. When you feel ready, enter The Arena and challenge other players in any of these games. Each time you enter a move, both the game record and its movie version are instantly updated.

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Command & Conquer
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Duke Nukem Plutonium Pak
Master of Orion II
NASCAR Racing
Online Series
Panzer General
Quake
Shadow Warrior
Twilight Lands
Warcraft

MPLAYER

http://www.mplayer.com

Mplayer is free; Mplayer Plus $29.95 per year

Rush Deluxe (shareware)
Quake (retail & shareware)
Capture the Flag (Quake variant)
Scrabble
Risk
Panzer General (shareware)
Big Red Racing (shareware and retail)
Scarab (retail & shareware)
Terminal Velocity (shareware)
MechWarrior 2
Battleship
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http://www.engage.net

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Descent Online
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Fragile Alliance
Human Beans
Redneck Rampage
Rolemaster: Magestorm
Rolemaster: The Bladelands
Shattered Steel
Splatterball
The Improv
Virtual Pool
Warcraft II: Tides of Darkness

KALI

http://www.kali.net

$20 for the software; free unlimited play

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Cyberstorm
Deadlock
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Descent 2
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Doom 2
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Nascar Racing
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Quake (shareware)
Screamer
Shattered Steel
Speed Haste
Super Karts
Terminal Velocity
Top Gun
Virtual Pool
Warcraft
Warcraft 2
Werewolf vs. Comanche
Wing Commander Armada

A Guide for

GLOBAL GLADIATORS

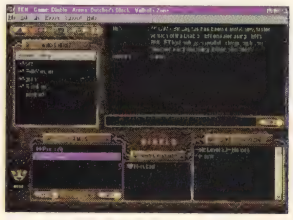
As far as classics go, you can find chess and backgammon Java applets at, respectively, **http://www2.tcc.net/chess.htm** and **http://www-aa.stanford.edu/~lee/**. Java Checkers is one of a few choices at the Gamer Café (**http://www.gamercafe.com/checkers/**). The best and most fascinating checkers site online, however, remains Chinook, wherein the world champion checkers player takes on all comers at **http://www.cs.ualberta.ca/~chinook/**.

While Chinook only plays at full strength during tournaments, the less-than-absolutely-perfect version at the Web site is still a mighty strong contender—only a handful of opponents have beaten it over the past few months. Chinook is a popular opponent, and you may have to wait a while before you get your chance, but it's worth it: How often do you get to play the best in the world at anything?

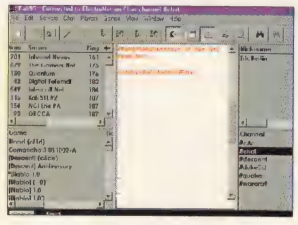
It's nice to see Asteroids after all this time—it's fast-moving and, for those who spent their childhoods in arcades, nostalgic. But yesterday's video games look positively ancient when compared with today's action shoot-'em-ups like Doom and Quake, which are flashy and intense under normal circumstances, but cause you to burn gymnasium-quality calories just sitting in a chair when played against real human opponents via gaming servers on the Net.

Yes, we're back to talking about servers, specifically the ones run by companies that have turned the commune-like volunteer-run gaming servers into big business. The mightiest players in this field are MPlayer, shown below left (from MPath); Total Entertainment Network (TEN), shown below; Kali, shown at bottom right; and the more recently introduced Engage. For each of these companies, you'll need their client software, you'll need to register, and you might need to pay some bucks.

Also, while you are pretty much restricted to chess on a chess server, MPlayer and its ilk offer dozens of different popular multi-player games, but you have to own them first in order play them online. (In other words, you can't play Doom unless you actually have Doom on your hard drive.) Sometimes you can get away with owning only the shareware version of a game—in that case, the online play might be crippled, giving you only one or two levels, when the retail version has 10—but at least you can play on the cheap.



These gaming services tend to work the same way: After choosing the game you wish to play, you enter a lobby of sorts, where you're liable to find other like-minded players chatting, forming games, and taunting each other. With Kali, you can



CONTINUED ON PAGE 63

Wrister
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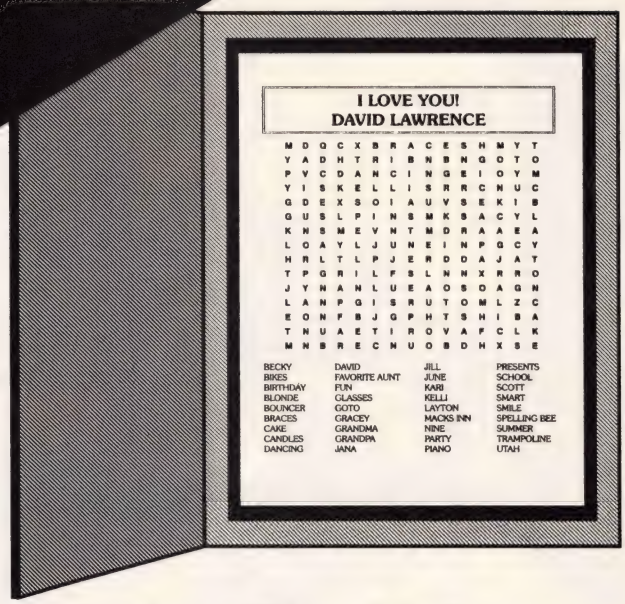

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TO GOOD HAUNTING
BOO
RHYME TIME
PLAY THE WORLD'S LARGEST GORILLA!
TICKETS
TIME CARD
TINKER BELL'S
MY LIFE AS AN IMPRESSIONIST
SNATCH
GARY HALLGREN

By Regis Modesta

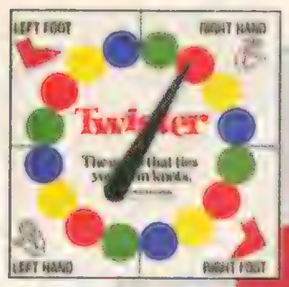
Illustration by Gary Hallgren

ANSWERS, PAGE 43

Knot Again!

A TIME SEQUENCE PUZZLE PHOTOGRAPHED BY KIMBERLY BUTLER

A



B

E

F

TWISTER IS A REGISTERED TRADEMARK OF MILTON BRADLEY.

C

D

Three Twister fans memorialized their latest game by having a photo taken after each move. However, the first eight photos got mixed up, and no one is sure of their correct sequence.

The starting position, in which each player stood in the center of a different side of the board, is not shown. Standard rules were used, with a spinner determining each move (such as Left Foot to a Red circle or Right Hand to a Blue circle). If a player's hand or foot was already on the color spun, he or she was required to move that limb to a different circle of the same color.

From careful observation and logic, can you put the photos in order to create a step-by-step account of the game?

ANSWER, PAGE 40

G

H

For Expert Solvers

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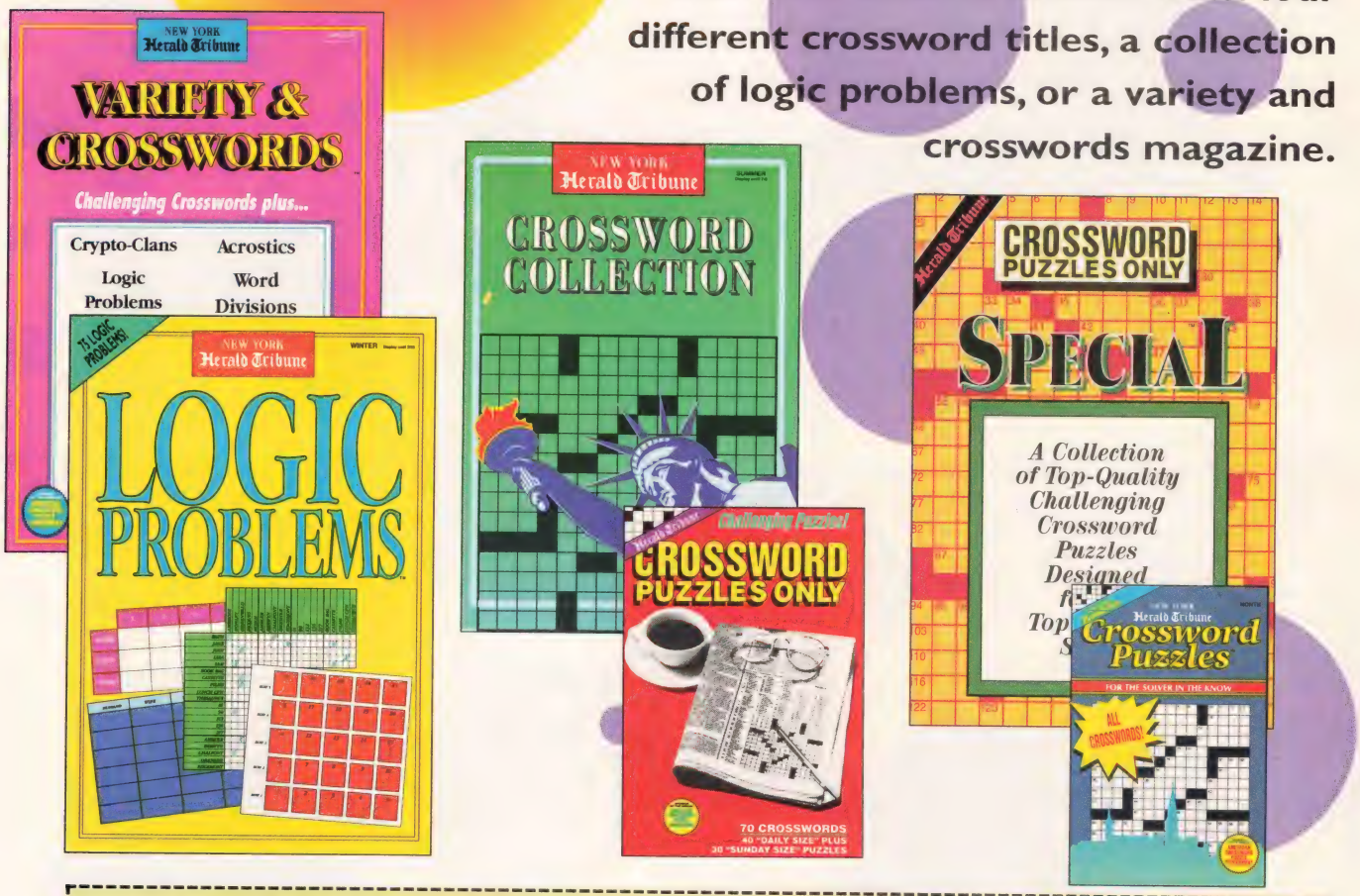

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EDITED BY SUSAN WEST

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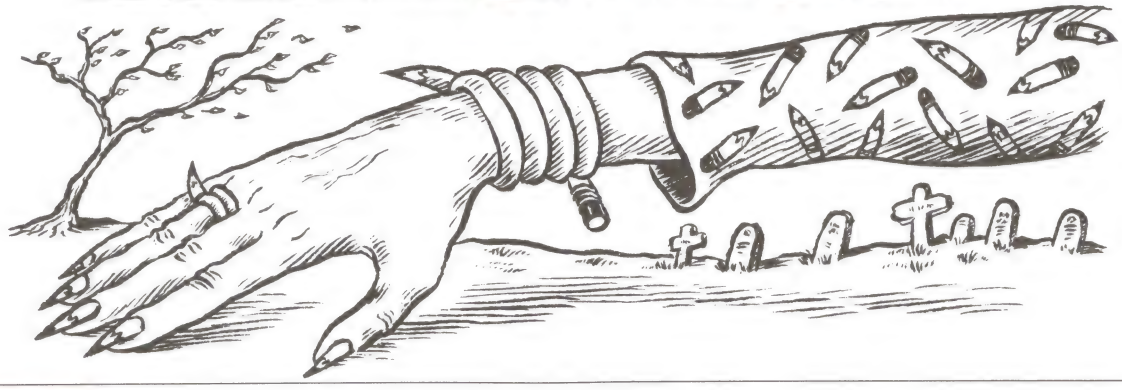


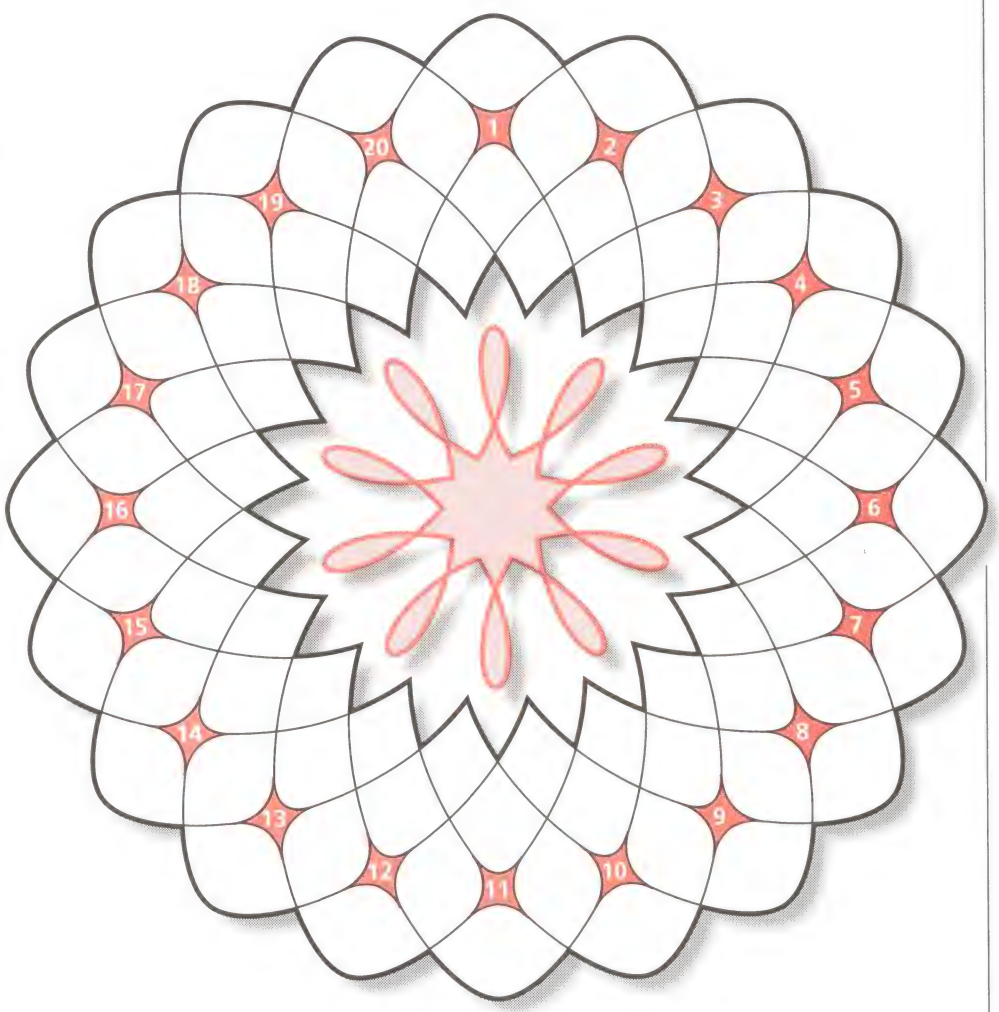
TWIST TIES ★★

BY PATRICK BERRY

The answers in this puzzle are all seven-letter words or phrases in which the second and sixth letters are the same. Each answer twists around its corresponding number in the grid, starting in one of the innermost diamond-shaped spaces and ending in the adjacent space, as in the example HORIZON at left. There are two possible placements for each answer; it's up to you to determine which is the correct one. Can you twist all the right answers together without getting all tied up in knots?

ANSWER, PAGE 40

1 Karl Malone's NBA nickname
2 Like life in Dullsville
3 Dropout at Saratoga
4 Put into a scabbard
5 Lay the groundwork
6 Half of Gidget's hairdo
7 Adjective on a Beatles album
8 They're shaken, makin' salsa
9 Justy and Legacy
10 Shoal: 2 wds.
11 Listen in on the baby
12 Involving apery
13 Alley Oop, for one: 2 wds.
14 Slept on the job?: 2 wds.
15 Politically extreme
16 Cinema's law-and-order cyborg
17 Like Gumby
18 Artful at dodging
19 Written-in-stone poem
20 Papa Doc or Baby Doc



R.J. KAUFMAN

SHIPSHAPE ★

BY VIRGINIA JENKINS

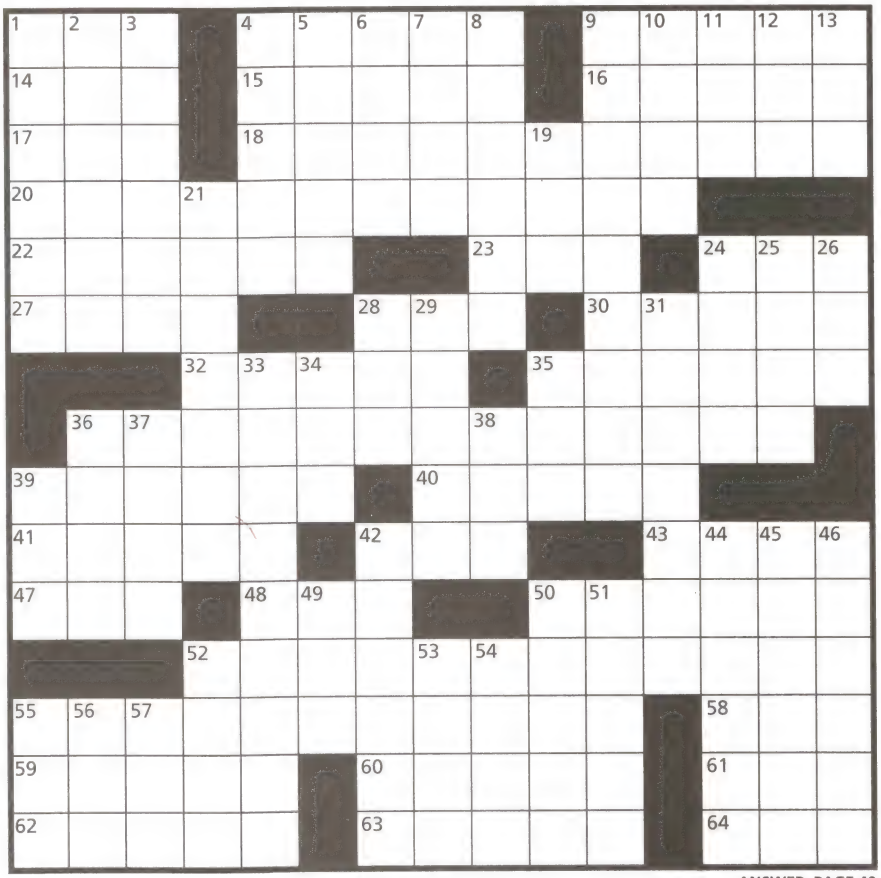
Using only dead reckoning, Christopher Columbus was unsurpassed in charting and finding his way about unknown seas. We reckon you can match his skills by navigating your way around the *Santa Maria*—searching horizontally, vertically, and diagonally, but always in a straight course—until you find the 50 words and phrases hidden on board. If you cruise through them all, yacht to be proud of yourself!

ANSWER, PAGE 41

AMERICA
ARCHIPELAGO
ASTROLABE
BANNER
BUNK
CAPTAIN-GENERAL
CARAVEL
COLUMBUS
COMPASS HEADINGS
CORAL REEF
COURSE
DEAD RECKONING
DECK
DESTINY
DOGWATCH
ENTERPRISE OF THE INDIES
EXPLORER
FERDINAND AND ISABELLA
FLAGSHIP
FLAT-EARTHERS
GLOBE
GOLD, GOD, AND GLORY
HARDTACK
HARPOONS
HERO
HORIZON
INSTRUMENTS
ITALY
LAND! LAND!
MAPS
MERIDIAN
MUTINY
NEW WORLD
NINA
OCEAN
PALOS
PINTA
PORTOLANO
SANTA MARIA
SCIENCE
SEAFARER
SET SAIL
SPAIN
SPARS
SPICES
STERNCASTLE
STEWARD
VOYAGE INTO THE UNKNOWN
WEATHER
WINDS

THE CLASSIFIEDS ★

BY A. BREWSTER



ANSWER, PAGE 40

ACROSS

1 Feisty *2001* computer
4 Orange Bowl city
9 Really icy-cold
14 *Terre* in the *mer*: Fr.
15 Hatch of Utah
16 Extra-virgin oil source
17 High-schooler's stat: Abbr.
18 It's Seurat's dotty style
20 Devious ulterior motive: 2 wds.
22 Discomfited
23 Ensnare, as a criminal
24 Noncarbonated beverage
27 Curl treatment
28 One-hundredth: Abbr.
30 Netanyahu's slain predecessor
32 Tightwad
35 Evangelists quote from them
36 "Stump the celebs" game show: 4 wds.
39 The seventh planet
40 Ante
41 Dip for Doritos
42 Demure
43 "Urgent" acronym
47 Pop hit by Three Dog Night
48 Trumpeter Adderley
50 How Russians say "Moscow"
52 Espionage, e.g.: 2 wds.
55 Tremendous achievement: 3 wds.
58 Woolly female
59 Elizabethan lover boy
60 Nametag word, at a Honolulu convention
61 Taoism or Catholicism: Abbr.
62 *It's a Mad Mad Mad Mad World* actor Dick
63 Evidently away from home: 2 wds.
64 Sixties protest group: Abbr.

DOWN

1 In the clouds: 2 wds.
2 Not Nordic, to 44-Down
3 Top dog
4 Hangs around sulking
5 Erudite sarcasm
6 *Elektra* solo
7 Diabolical *Flash Gordon* foe
8 In a focused state
9 Take an all-day break
10 "Out of Nowhere" singer Fitzgerald
11 Roman 52
12 Saline drips: Abbr.
13 Moynihan's party: Abbr.
19 Ending for concert or czar
21 Spritzes before ironing
24 Skilled
25 Atkins's regimen
26 Gunboat officer: Abbr.
28 Eddie, to Frasier's dad
29 Auto wreck
31 Next to each other, in a line
33 Duck-billed dinosaur
34 Some boxing wins
35 Estelle, Betty, and Rue's costar
36 Neighbor of Afghanistan
37 Dell
38 Ugly eyesore?
39 Social club for GIs: Abbr.
42 Tennis's Edberg
44 Hotdoggers and slalomers
45 Expressed as an oath
46 Committees
49 Old Roman greeting
50 Rate sound travels at: 2 wds.
51 Redbeard's milieu
52 Eight, for a rowing team
53 Cylindrical candy brand
54 Trigger's brisk pace
55 Seventies computer ___-80
56 "Utterly awesome!"
57 Ms. Thurman

WHAT FOODS THESE MORTALS BE ★

BY GLORIA ROSENTHAL

Why is Chez Chichi the hottest restaurant in town? Could be the service—its 14 loyal employees have been working there for ages. So long, in fact, that each of them has actually taken on a trait somehow related to the specific food he or she's been preparing. If asked to describe "the silent guy steaming littlenecks," for example, you might guess CLAM, while "the brainy gingersnap baker" is a SMART COOKIE. If you can figure out each worker's "food name," you get an A in culinary arts.

ANSWERS, PAGE 41

1. The coward cooking coq au vin _____
2. The tall, skinny lentil-ladler _____
3. The grouch grilling the soft-shells _____
4. The boss, who's doing fondue _____
5. The klutz who dropped the *beurre blanc* _____
6. That Stivic guy doing ribs _____
7. The redhead scraping veggies _____
8. The small fry sautéing seafood _____
9. The TV fan peeling spuds _____
10. Those muscle-bound burger boys _____
11. The nutty baker icing tortes _____
12. The radio hobbyist slicing prosciutto _____
13. The sexy señorita fixing Tex-Mex snacks _____
14. That wimpy Caspar making biscotti _____

BY REGIS MODESTA

Attention, supermarket shoppers! How many of the brands shown below have you checked out at the checkout without checking out their labels? We've taken 18 common products and lopped off the "natural" parts of their logos, leaving only the letters intact. Can you reunite each product with its respective natural element? The removed items may not be shown to scale. If you get the entire cartful correct, consider yourself the consummate consumer.

ANSWER, PAGE 41

1 Juicy Juice

2 Seven Seas

3 Tropicana

4 Dole

5 4C ICED TEA MIX

6 Keebler

7 Gold MEDAL

8 parmalat

9 Lava

10 Crispix

11 Yoplait

12 Nestea

13 Secret

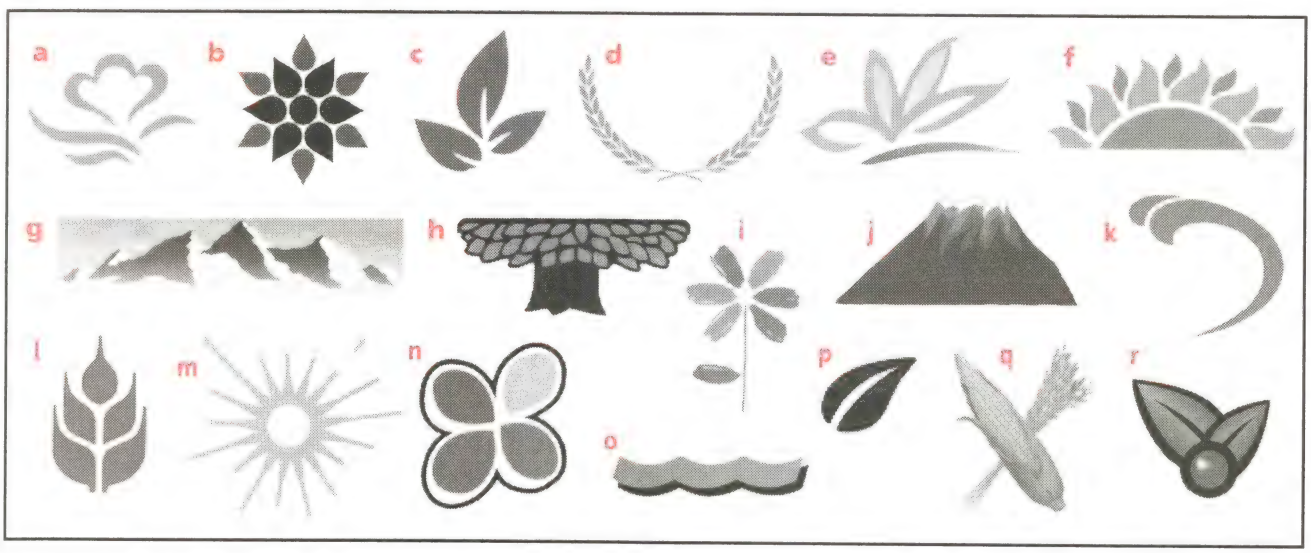
14 Ocean Spray

15 DI IE

16 SUNSWEET

17 evian

18 Scott Napkins



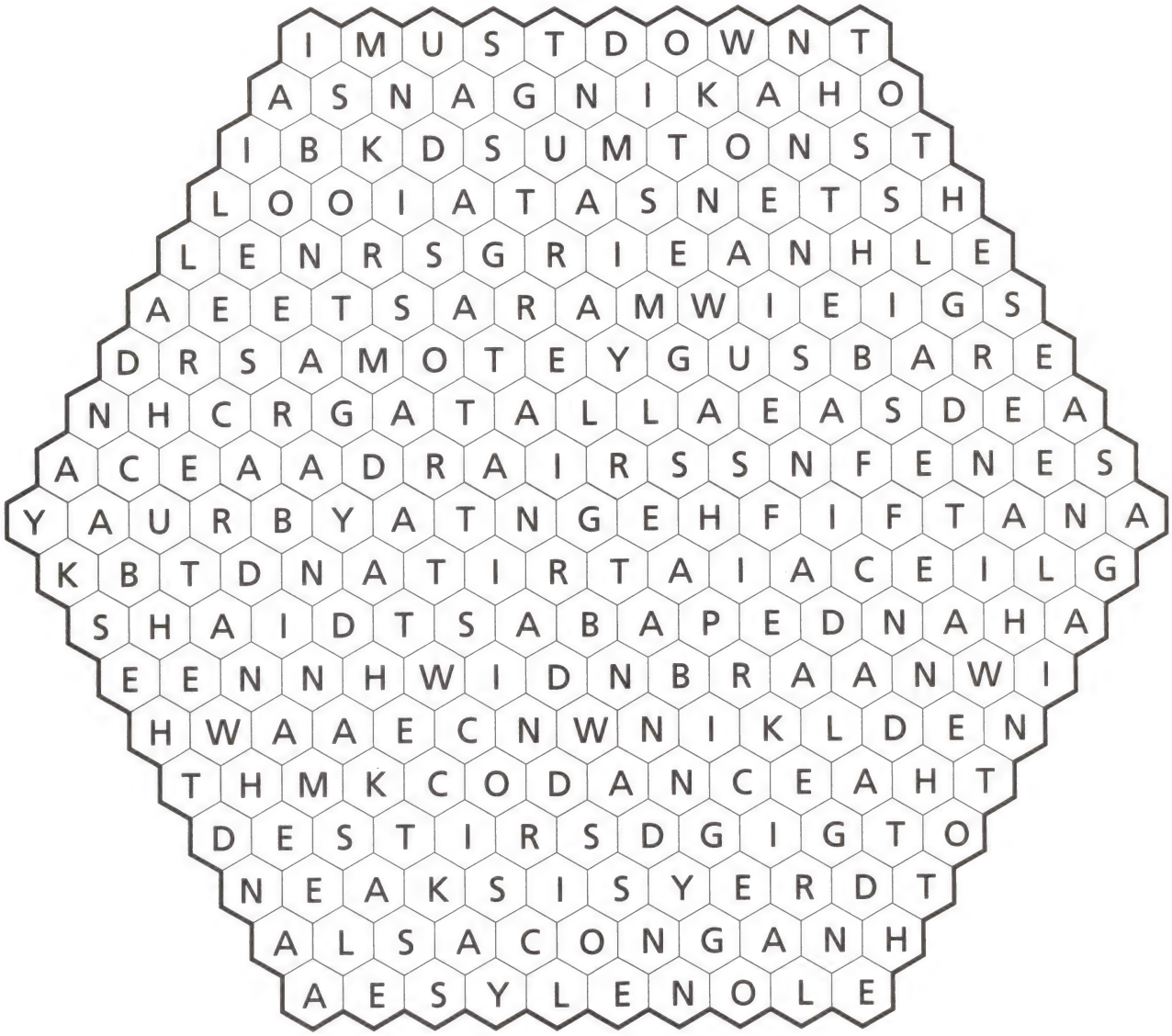
THE LEXAGON ★★

BY R. H. WEI

To solve this honeycomb of a puzzle, start at the letter I in the upper left corner of the Lexagon and read clockwise all the way around its edge. This starts a quotation from a poem by John Masefield. After following the grid's perimeter, the quote takes a turn toward its interior. Your job is to find the rest of the quote, moving one letter at a time in any direction.

As you meander through the cells you will find that eleven distinct regions are not used. Move through the letters in each of those regions one cell at a time, and you'll discover that they spell out a set of things that all have something in common.

ANSWER, PAGE 43


I M U S T D O W N T
A S N A G N I K A H O
I B K D S U M T O N S T
L O O I A T A S N E T S H
L E N R S G R I E A N H L E
A E E T S A R A M W I E I G S
D R S A M O T E Y G U S B A R E
N H C R G A T A L L A E A S D E A
A C E A A D R A I R S S N F E N E S
Y A U R B Y A T N G E H F I F T A N A
K B T D N A T I R T A I A C E I L G
S H A I D T S A B A P E D N A H A
E E N N H W I D N B R A A N W I
H W A A E C N W N I K L D E N
T H M K C O D A N C E A H T
D E S T I R S D G I G T O
N E A K S I S Y E R D T
A L S A C O N G A N H
A E S Y L E N O L E

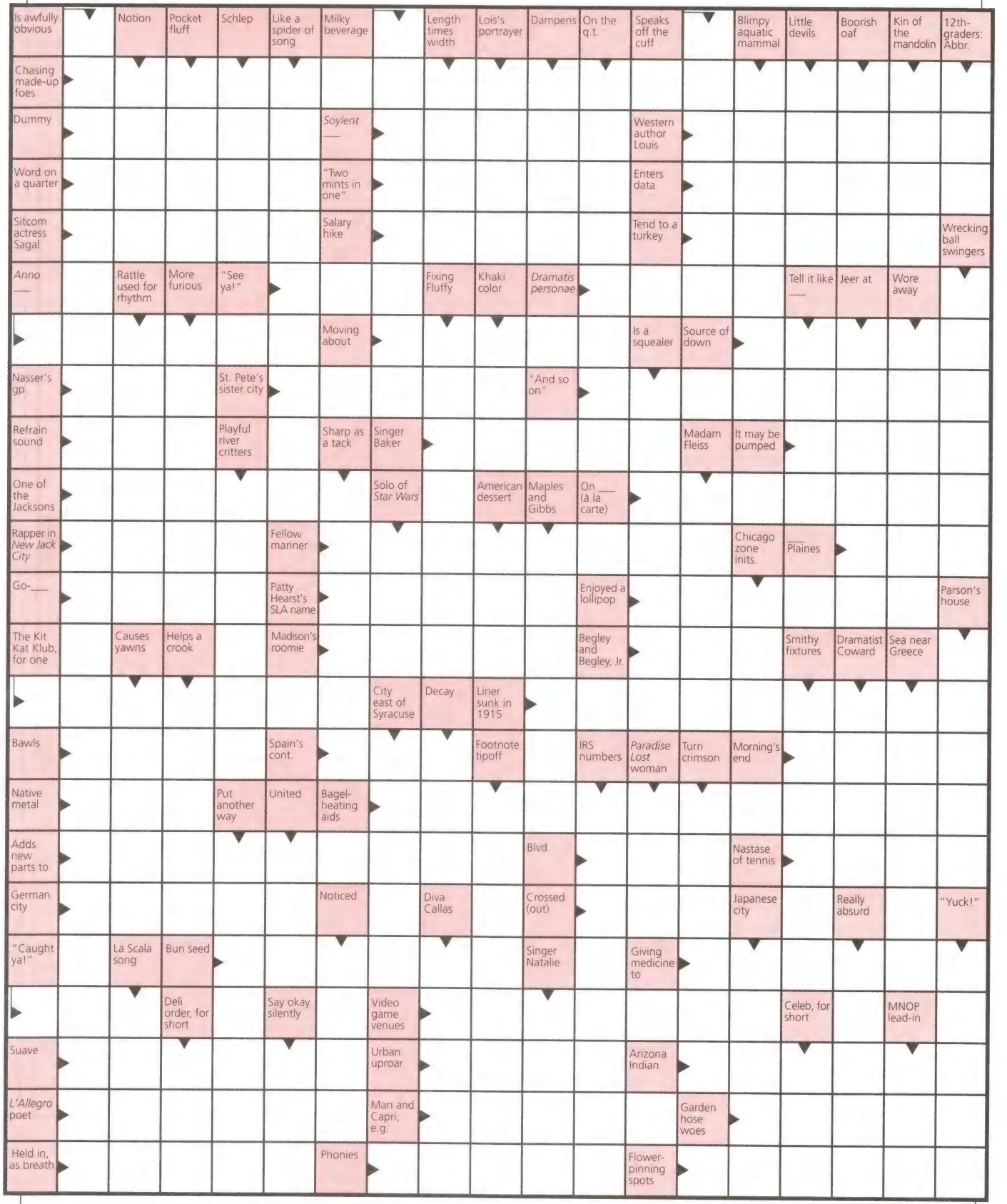
List of Related Items:

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____

PENCIL POINTERS ★

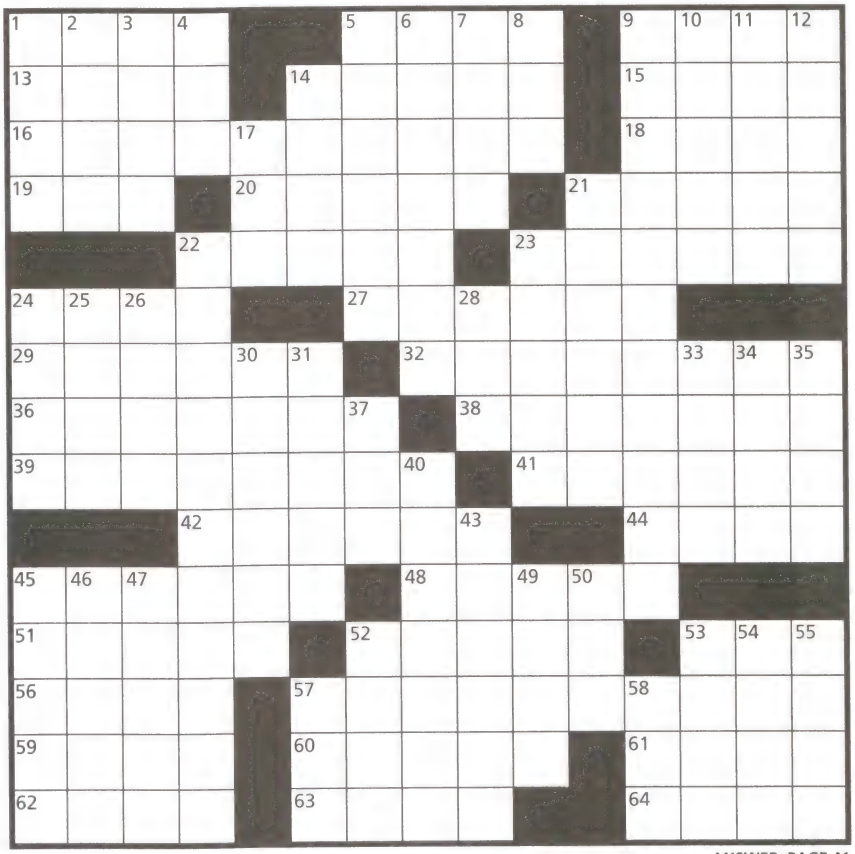
BY TRIP PAYNE

In this crossword puzzle, the clues appear in the grid itself. Enter the answers in the direction of the pointers. ANSWER, PAGE 41



WHAT'S THE SCORE? ★★

BY HENRY HOOK



ANSWER, PAGE 41

ACROSS

1 Adversities
5 One of Kelsey's costars
9 Big, garagewise: Hyph.
13 He didn't have a single passenger
14 Bakers' shortcuts
15 *The Three Sisters* sister
16 Bygone wagon crew: 2 wds.
18 ___ d' Orsay
19 Modern-day evidence: Abbr.
20 Stadium sky sight
21 1993 Sinatra album
22 1890s ballroom favorite: Hyph.
23 Ex-Clinton mouthpiece Myers: 2 wds.
24 Old fuddy-duddy
27 Biofeedback indication
29 Three on ___: 2 wds.
32 Gremlin at work
36 Bar mitzvah gift?
38 Fauvist of fame
39 Gets
41 Dug around
42 Canine coat
44 Ustinov's *Quo Vadis?* role
45 Sparkles
48 Gets old
51 Like some innies
52 The Hawks' holy sponsor?: 2 wds.
53 Gym for the gentry
56 Westernmost of the Aleutians
57 Optometric diagnosis: 2 wds.
59 Litigant
60 First mate on Boner's Ark
61 Croc shirt name
62 Frisky, for a fogy
63 Ancient Iranian
64 Thumb one's nose at

DOWN

1 Lacking depth: 2 wds.
2 The Gopher State's bird
3 Mongolian monk
4 Moo ___ pork
5 Feels for
6 Lifts a liability
7 Use McCormick's invention
8 Ideology
9 Parlor game: 2 wds.
10 In the know, with "in"
11 Classified's type size
12 Kitty fattener
14 Start fondue
17 2.2 make a kg.
21 1928 Dodge offering
22 It'll be over soon: 2 wds.
23 Shut out
24 Not fully dry
25 *Kismet* character
26 Linda of *Another World*
28 Broadside
30 Stateside shire
31 Israeli dances
33 Tivoli's Villa d'___
34 Operator
35 Overhaul
37 Those Flatbush folks
40 Labor Day, 1996: 2 wds.
43 Legendary Cleveland slugger Napoleon
45 *Einstein on the Beach* composer
46 Started a stogie: 2 wds.
47 Lower by six feet
49 Marriage partner?
50 Mainlander's memento
52 Disgruntled
53 Judge, with "up"
54 "It disappeared!"
55 Opie's paw
57 Third-shift hr.
58 Vicious or Caesar

LOOKING INWORDS ★★

BY DEANN BRASHER

Stuck for a synonym? Put away the Roget's, and take a second look! The 24 words listed below all contain synonyms of themselves. In fact, the letters of a synonym for each word can be found in their proper order somewhere in that same word. For example, the word SALVAGE contains its synonym SAVE. The answers include five five-letter words; the rest are four-letter words. If you need help, no need to thumb through that thesaurus—just peek at the answer list on page 40.

1. BLOSSOM _____
2. FRAGILE _____
3. LATEST _____
4. CATACOMB _____
5. MASCULINE _____
6. DISSEMINATED _____
7. GIGANTIC _____
8. RESPITE _____
9. UNSIGHTLY _____
10. DESTRUCTION _____
11. SEPARATE _____
12. CONTAMINATE _____
13. INDOLENT _____
14. RESTRAINT _____
15. ENCOURAGE _____
16. INSTRUCTOR _____
17. TOSSPOTS _____
18. MUNICIPALITY _____
19. CLOSEMOUTHED _____
20. OUTSPOKEN _____
21 PERCEIVABLE _____
22. CHARIOT _____
23. CONTROLLED _____
24. COLDHEARTED _____

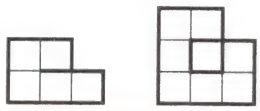
TILE AND ERROR ★★

BY MICHAEL RIOS

The following grids have been partitioned into numbered tiles, but their boundaries are hidden. You must correctly draw the tile boundaries in such a way that the following conditions are met: (i) each square in the grid is part of a tile; (ii) each tile contains exactly two numbers; (iii) each number in a tile is equal to the number of squares in that tile; and (iv) the numbers in each tile are not in adjacent squares. In addition, each tile must have a simple, "snakelike" shape that does not bend around to touch itself. Thus, the four kinds of tile shapes shown below are **not** acceptable. With insightful logic and sharp reasoning, you're sure to have many more tiles than errors.

ANSWERS, PAGE 42

tile bends around and touches itself



squares not connected in a simple path

EXAMPLE

Puzzle

8		8			
					8
	7		5		
				4	5
		4	8		
7			4		4

Answer

8		8			
					8
	7		5		
				4	5
		4	8		
7			4		4

1

6		5			
				5	6
4		6	6		
	4		6	6	9
	9				

2

	7				7		
10							6
			8	6	6		5
	8						
		6			4		
	10					5	8
	5		5		4		
	5		5		8		

3

	6			7			
7			6				7
				5			7
6			7	6		5	
			6				7
		6			6		6
6		6					
					8		8

4

			9					9	
5		7					9		
	5		5				5		
				6	5	7			
7				7			5	9	
		8		6					
						7			
9	7	9			9			9	
				8	9			9	
						5		5	

5

8					5				
6		8			8	5			
									9
					6		8		7
			7		7		9		
6			7	8		6	7		
	8			7				7	8
	6	8							
		6						7	
		8				8			

DEJA VIEW ★☆

BY FRANCIS HEANEY

No matter where you go, there are certain aspects of having fun that remain unchanged. Here's proof: Spend two minutes gazing at this bucolic beach tableau, then turn to page 31 and examine the fun-filled family fiesta depicted there. If memory serves you, you'll be able to find 22 distinct elements that are in exactly the same location and orientation in each of the two scenes. If you identify them all on the first try, you really know how to recapture a good time. ANSWERS, PAGE 41

ARNIE TEN

DSZQUPHSBNT! ★☆

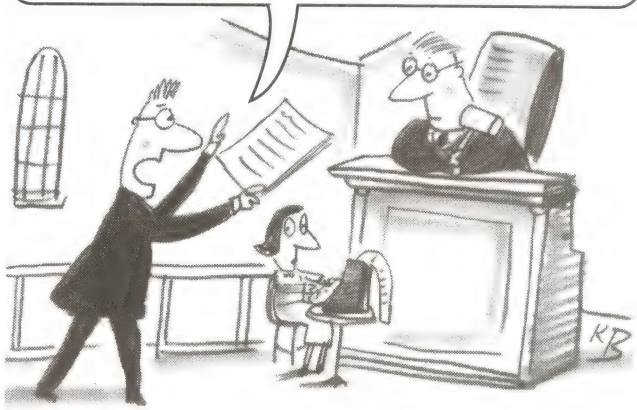
BY BOB LYNCH

Below are seven messages—consisting of pithy sayings, fascinating facts, and a cartoon gag—which have been translated into simple cipher alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher to the next; the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun or title.

Clues are given at the bottom of the page to provide assistance if you need it. ANSWERS, PAGE 42

1. CRYPTOON

HBLX EBCBX, K WXZLG VEWV W ABCPGJJKBC IWOG OLXKCZ W ZWIG BP "VXLVE BX OWXG" JEBLQO FG KCWOIKJJKFQG.



2. GOOD ADVICE, ALMOST

LUZCZ FCZ LUCZZ CRDZA QHC NCBLBEI LUZ EHPZD.

REQHCLREFLZDG, EH HEZ VEHNA NUFL LUZG FCZ.— *AHOZCAZL *OFRIUFO

3. STAMP OF ORIGINALITY

HNYUSI XJUJE NHJESUNE PNROISEIB TJRISEJY MDY PNZ XOYU ZJ REJSUDAJ ZJRSOYJ MJ HOYMJY UMJ JGAJINHJ JAJEB TSB.

4. ALLEY CAN'TS

STEM *HEOKQFL IQEOF JTEEHV JYAKQEO—XLHM XLYPOLX QX ATF XYY LTBSKHFF, TEV XTPOLX EY FIQKKF PFHZPK ZYB ATB.

5. NO ALL-DAY SUCKER

"*WXYOGHCE *ECAXERO" EGYO KERZWSC KQXGR BCDCWRZIC *NXXICE HXBCS. RNC NCKBSZYC: "*YKBCE KQNXEO K IKWGGH."

6. BOO!

UMYKKPRKS IKKY-IKKYU CKXWS *ZKPUZKS RKKF, UMKXHU "*OKYH RXKCH'U RKWS," ZKK; PKKFU EKX AKKW UIKKFS AYKUZ UZKXS.

7. DIRTY TALE

UVQM KSRP *PSQB PTHL, ATWP VXYR EHPO MTHA EVJO KWHS. JOWI JOWR VQTI, BTMA ASAP, PJTE UHQK HEHR...PHIP MTIW MTPJ PTXY.

TIPS AND CLUES

Cipher 1: VEWV represents THAT.
Cipher 2: Compare EH and HEZ. Try NO and ONE.
Cipher 3: Ciphertext J appears 18 times in this cryptogram, far more than any other letter. It's a good bet that this letter represents the plaintext letter E.
Cipher 4: XYY is most likely to be TOO or ALL. However, given that X ends three words, it's unlikely that X would represent A.

Cipher 5: A double letter that appears immediately after the first letter of a word (as in NXXICE) is most likely to be O.
Cipher 6: There is only one vowel (not counting Y) in this cryptogram.
Cipher 7: The five vowels, in no particular order, are represented by V, S, T, H, and W.

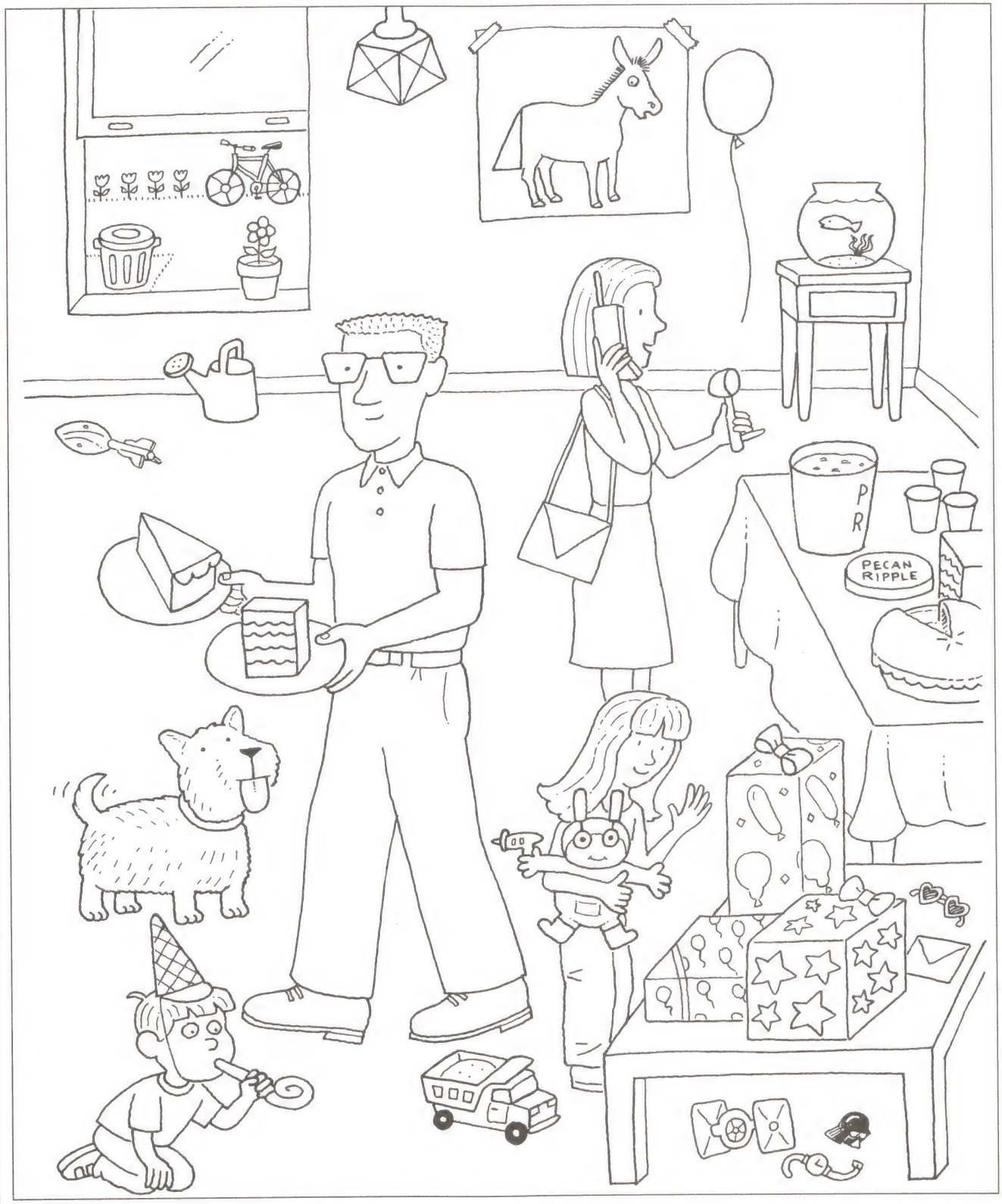
KEITH BENDIS

DEJA VIEW ★☆

BY FRANCIS HEANEY

No matter where you go, there are certain aspects of having fun that remain unchanged. Here's proof: Spend two minutes gazing at this fun-filled family fiesta, then turn back to page 29 and examine the bucolic beach tableau depicted there. If memory serves you, you'll be able to find 22 distinct elements that are in exactly the same location and orientation in each of the two scenes. If you identify them all on the first try, you really know how to recapture a good time.

ANSWERS, PAGE 41



ARNIE TEN

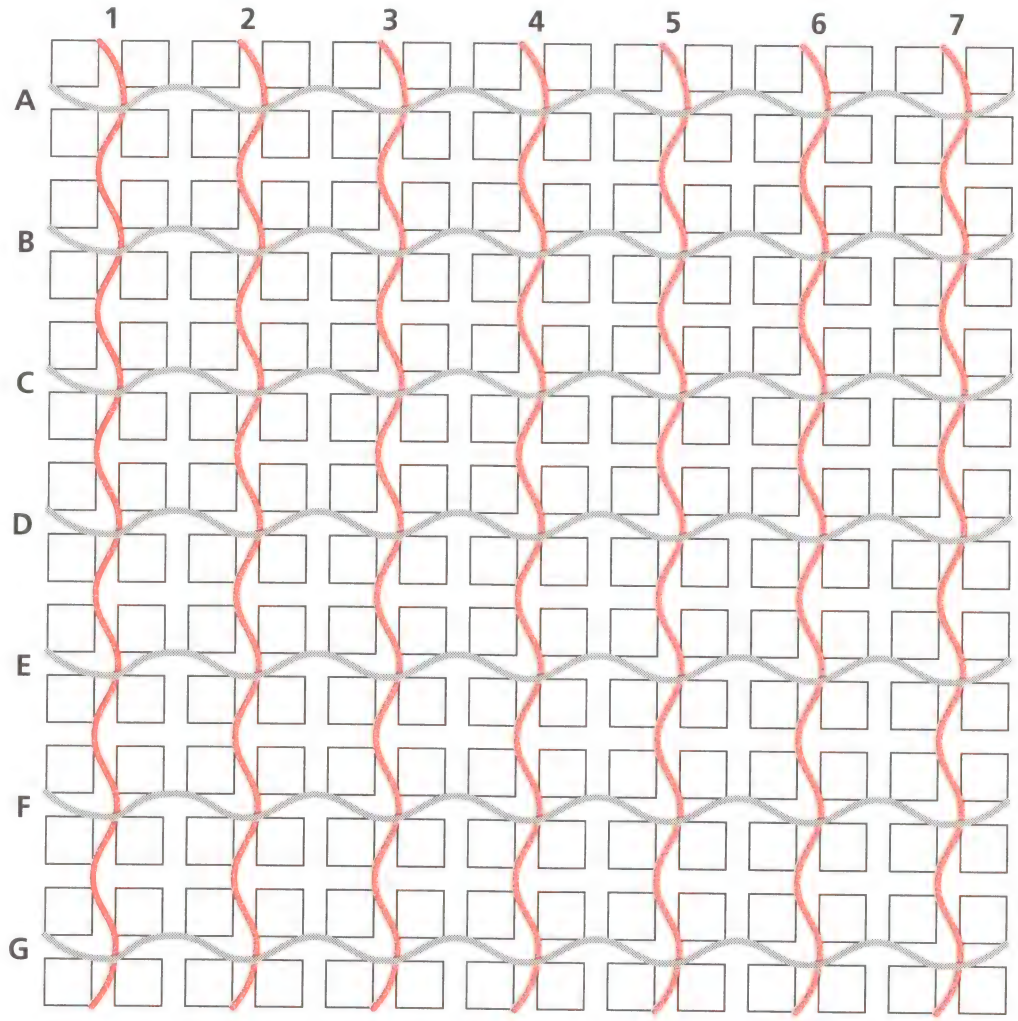
SNAKE PIT ★★

BY FRANCIS HEANEY

The answers in this puzzle slither through the diagram like snakes. For example, the answer path for Row A begins at the upper-left square, proceeds down a square, goes one square to the right, up a square, to the right again, and so on. Follow this path touched by the gray snake (one letter per square) until you hit the end of the row. The path for Column 1 zigzags in a similar manner; it starts at the upper-left square, goes one square to the right, one square down, one square left, and so on, following the path of squares touched by the red snake.

The clues for each Row and Column are given in order; it's up to you to determine the length of each answer.

ANSWER, PAGE 40



ROWS

A Time for rubber snakes, perhaps: 3 wds.
U.S. air-travel axis
Smooth and fluid, in music
Play for a sucker

B Bill's *Stormy Weather* costar
The Leakeys' field
Least ruddy
How Tom Wolfe dresses

C Where Terry Anderson was kidnapped
He played Geordi and Kunta
The Blue Angel actor Jannings
Not shooting willy-nilly
Like lasagna and plywood

D Particular
Bruce Wayne's butler
Epoch when horses appeared
Pope who shares Santa's name: 3 wds.

E Von Helsing's creator: 2 wds.
Slapped, Bible-style
Meadows
County seat in Wisconsin: 2 wds.

F *Lost in Yonkers* actress Worth
Spicy Spanish stew: 2 wds.
Beyond bad
Possible passing ploy

G Flower that sprang from the blood of Adonis
Is forbidden to
Like annoying neighbors
Don't see or fold
"Hasta la ___!"

COLUMNS

1 Disaster movie spoof of 1980
Jockeys
Poor boy in New York?
Japanese noodle soup

2 Natural bath scrubber
PETA's pet peeve
Pocket-sized bottle
Verdi opera
Harbinger

3 Likely ___ (the usual suspects, to a Brit)
Sunburn soother: 2 wds.
Gets out of hock
Hair lyricist James
Gives up on fourth down

4 Popular Internet search engine
Galatea's love
Where students long for *été*
First *Fiddler on the Roof* number

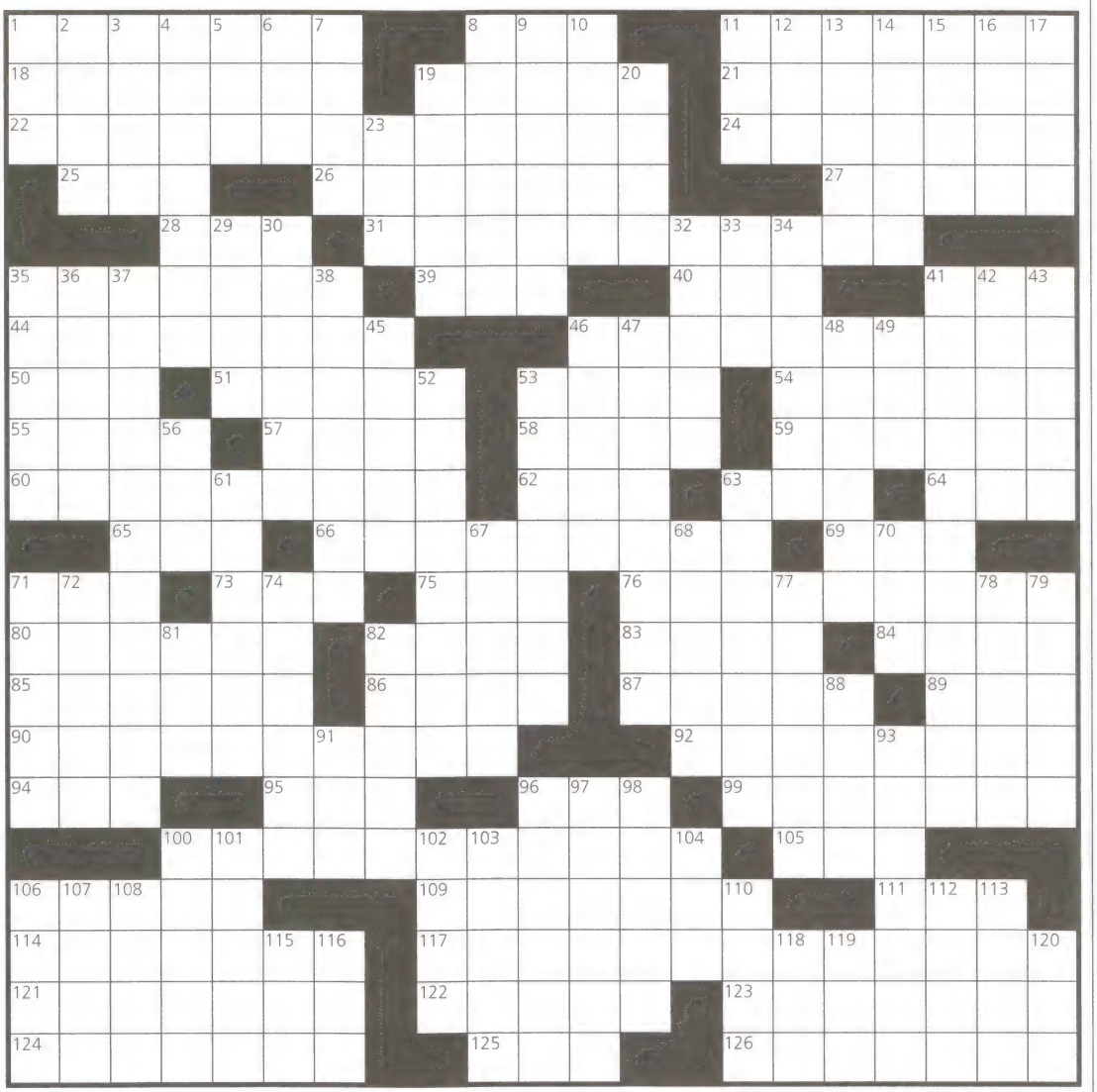
5 Emancipate
Relief for sore muscles
Playground sights
Prayer beads

6 Fetched from a top shelf: 2 wds.
Pungently lemony
"The Louisville Lip"
"Altogether" entertaining musical?: 2 wds.
MacLaine's alleged many

7 Baba Looey, to Quick Draw
German art songs
A Simpson sibling
Raptor's pad
Dogie-bagging ropes

AROUND THE BEND ★★★

BY RANDOLPH ROSS



ANSWER, PAGE 42

ACROSS

1 Flambéed
8 TV hosts
11 Sponged up
18 Emperor of Japan
19 Titter
21 Bring up short
22 Mauna Loa treats
24 Virus, for one
25 The Beatles' "___ Blues"
26 Pie pieces, often
27 Venerated effigies
28 Cash ending
31 Noisy timekeeper
35 Laika's breed
39 Julio, for one
40 CCXCV÷V
41 Yardbird
44 Clotting aid
46 Young backup band
50 Worse for wear
51 Who who's who, with 124-Across
53 Racing legend ___ Lap
54 Whirl
55 Natterjack
57 Museo offering
58 Diva Ponselle
59 Drew out
60 Pooch with hooch
62 Dadaist of fame
63 Grad-to-be
64 Scores by Mancini?
65 60 minutes in Milano
66 Warner Brothers sputterer
69 1 or 11 in 21
71 Shaq's alma mater: Abbr.
73 *Diff'rent Strokes* actress
75 Porter
76 Passes through pores
80 Country music
82 *The Lion King* heavy
83 Merest bit
84 Hose tone
85 *Casino* ___
86 Lookers
87 That's news to Pedro
89 Slick Rick's music
90 Albatrosses
92 Advance a flat fee
94 Part of a prof's e-mail address
95 *BC* queen of the ants
96 Patsy
99 Drivel
100 They may carry cowcatchers
105 Spanish 101 infinitive
106 Springs a 41-Across
109 *Tabulae rasae* of the eyes
111 Creed
114 Magic, once
117 Some vaudevillians
121 Make like miasmas
122 Two-___ (odd-man rush)
123 Part of the U.K.
124 See 51-Across
125 Morning hrs.
126 It envelops The Gambia

DOWN

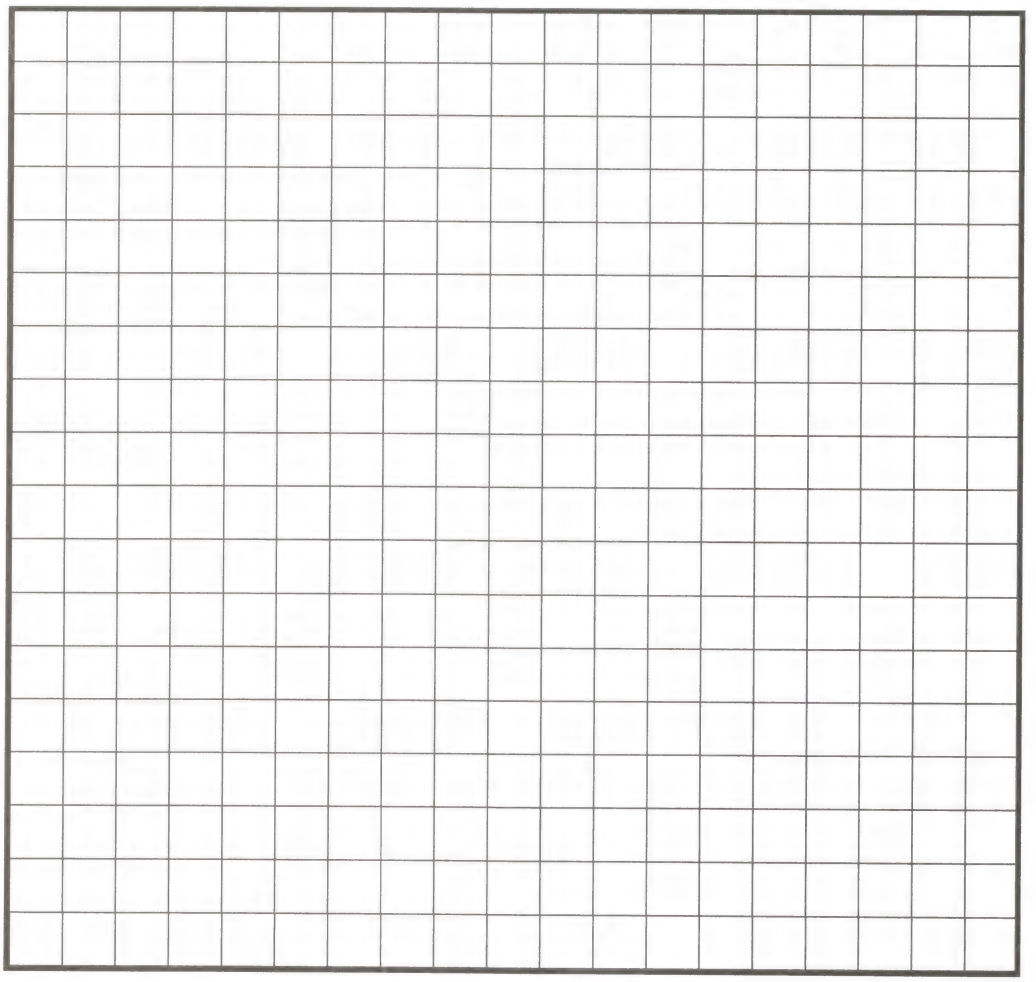
1 Highlander's hat
2 10-4
3 What orzo looks like
4 Hur's wheels
5 Kept under cover
6 LAX stat
7 Major-___
8 Bandersnatch
9 Slabs
10 Scrap
11 Jockey for Her product
12 Deighton of spy-story fame
13 Some nerve!
14 Bamboozle
15 With shoes on, in dinerspeak
16 Consistent
17 Split-level sanctums
19 She played Addie
20 Sinclair competitor
23 Truck reg. source
29 Once-over giver
30 Get IOU #2 from
32 Pianist Schumann
33 Gossipmonger Smith
34 Two-thirds of the human body
35 Promos
36 Parcel out
37 Helen Hunt hit
38 Humble
41 Seafood entrée
42 Bone: Prefix
43 Exigencies
45 Aquarium fish
46 Tone cluster
47 Nicholas II's main monk
48 Freshwater polyps
49 Tulsa inst.
52 Visibly chagrined
53 Paternoster et al.
56 Ulm article
61 Once in a blue moon
63 Brinker and Baiul
67 Custardy desserts
68 Coughing condition
70 Tipoff
71 Like Bunyan's britches
72 Skin over a turkey's beak
74 Caused by certain protozoa
77 Objects of contemplation
78 Obliterate
79 Factotum
81 Solo in space
82 Super Bowl IV coach Hank
88 Emollient ingredient
91 Swear words
93 Sober
96 Frothy tube fare
97 De Gaulle arrivals
98 Tubular pasta
100 Was propped against something
101 Lister Schindler
102 Roughly
103 "Lovergirl" singer Marie
104 "Winter blahs" acronym
106 Got out of Dodge
107 Clarke's *Rendezvous With* ___
108 Airline to Ben Gurion
110 Flows back
112 Hitch
113 Mother of Hermes
115 *Chaud* time
116 Juan Carlos's title
118 "Frère Jacques" starter
119 *Henry & June* role
120 The Church Lady's arena, for short

SAY CHEESE ★★

BY PATRICK BERRY

This diagramless crossword is 19 squares wide by 18 squares deep and has side-to-side symmetry. As a starting hint, the location of the first square of the answer to 1-Across is given in the lower left corner of page 40.

ANSWER, PAGE 42



ACROSS

1 Tailor's uptake
4 It's made up of base pairs
7 *When We Were Kings* subject
8 Wimbledon judge's cry
11 Like really salacious gossip
13 Apple on a desk
14 Attack, skunk-style
16 Passed on costs to consumers: 4 wds.
20 Secret hoard
21 Full-belly feeling
22 *Down and Out in Beverly Hills* actor
24 Repulsive, to a kid
25 ABC Sports exec Arledge
26 High-five sound
27 It's a bout over: Abbr.
28 Oral Roberts's birthplace
31 Austin-to-Dallas dir.
32 Superfund gp.
35 Kimono securer
36 Mythical mini-people
39 China in China?: 2 wds.
42 '97 thriller set in the Amazon
43 Aircraft that flies mach speeds
44 Stockholders, of a sort
45 Is fruitful and multiplies: 3 wds.
46 Well-suited
47 Tucked away
48 *A Clockwork Orange* punk
49 Nation north of 32-Down: Abbr.
50 Appear to be
52 Yak session
58 Ione of *Say Anything*
59 ___ Lanka
60 Trellises for fruit trees
61 *Scream* director Craven
62 Toddler's recharge time
64 Airy spirit of folklore
65 Nogoodnik
66 Big-city hazes
69 "___ gotta do...": 2 wds.
71 Refrain from a musical Monty Python skit: 3 wds.
77 Exclusive to the inventor
78 Preservationists

DOWN

1 Long Island summering spot, with "the"
2 Seventh heaven
3 *Space* novelist
4 Luxembourg, for one
5 Maker of Tiger Woods's hats
6 Primo pilot
8 Click and Clack's network
9 Gray of TV's *Buck Rogers*
10 Folded fast-food snacks
11 Hollow Halloween sights: Hyph.
12 10 earn a 1st dn.
14 Intelligence man
15 Stingers with stripes: 2 wds.
16 Impertinent whippersnapper
17 Syria quit it in '61: Abbr.
18 Rainy season in Senegal
19 Barn lackeys
20 Ancient lyrelike instruments
23 Column section under a frieze
28 Big Island welcome
29 Kitchen alcove
30 San ___ Fault
32 Where the lucre is in sucres
33 Protein-dissolving enzymes
34 Beside a boat's midsection
37 Big Bro. of the airwaves
38 Conoco commodity
40 Cornetist Kabibble
41 Eyeball
51 Home of the Heat
53 Baby boomer's vinyl: Abbr.
54 Lenz who married David Cassidy
55 The whole of
56 A buck for the bellboy
57 Chuckle sound
58 Chichi
63 Lofty ostentation
65 Pretty risqué
67 Teri of *Close Encounters*
68 Sweet type of gin
69 Open just a crack
70 *Total Recall* setting
72 FedEx competitor
73 *Rocky III* actor: 2 wds.
74 Feedback start
75 For eterne
76 Road map abbr.

CRYPTIC CROSSWORDS ★★★

Each clue in a cryptic crossword contains two parts: a definition of the answer and a second description of it through wordplay. Finding the dividing point between the parts is the key to solving. Watch for anagrams, hidden words, charades of two or more smaller words, and other language tricks. Puzzle 2 is harder than Puzzle 1.

ANSWERS, PAGE 42

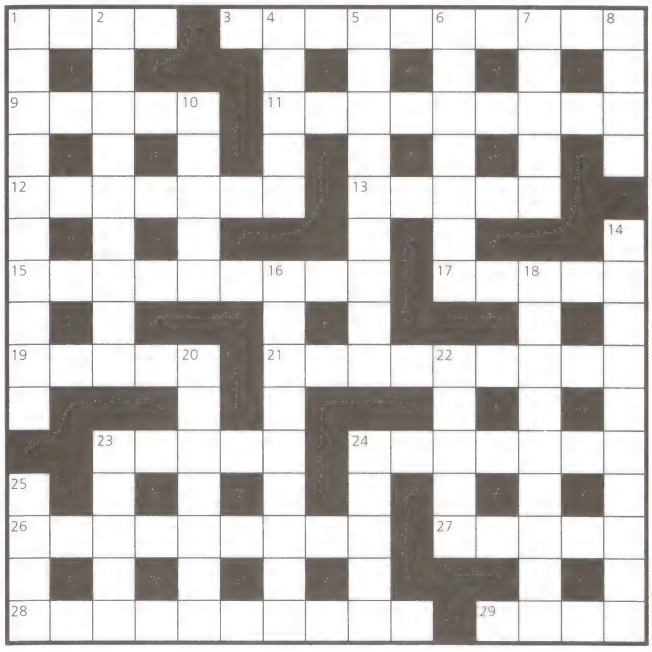
PUZZLE 1 BY JANET BORCHERS

ACROSS

1 Press in or out (4)
3 Pop desires new influence (10)
9 Elders, running through theatre, escaped (5)
11 Dances around one street's expanses (9)
12 Hires nastier eccentric (7)
13 Fiat not starting for the German (5)
15 Unknown man clutching end of scalpel is murderer (9)
17 Fire chiefs of London enjoy the great outdoors (3,2)
19 Relieved exam's ready, oddly (5)
21 Bathers taking note of short respites (9)
23 Desire care of animal doctor (5)
24 Jostled wee, bold lunatic (7)
26 "Furthest away from center of rioting," Rome touts (9)
27 Landlord from Nevada city left around Wednesday (5)
28 Player's son creamed nonprofessionals (10)
29 Drive a dog crazy (4)

DOWN

1 Curious teens tried hash (10)
2 Initial movements exposed shifty ruse (9)
4 Dries off badgers (5)
5 Di uses abrasive, empty rhetoric (9)
6 Doc's butt in thong makes damaging gossip (7)
7 Happen by mongrel chasing company around (5)
8 Otherwise held back by Seattle Slew (4)
10 Child misplaced coins (5)
14 Thought about opposing party associated with Communist (10)
16 Detroit players hanging around one club for drinks (9)
18 Martial art takedown hurt opponent's head (3,4,2)
20 Assorted competitors at the pool game's conclusion (7)
22 Back at Bill's inaugural ball, nothing is forbidden (5)
23 Spiteful, cold attorney (5)
24 Had dined at British school, reportedly (5)
25 Frustrate second banana (4)



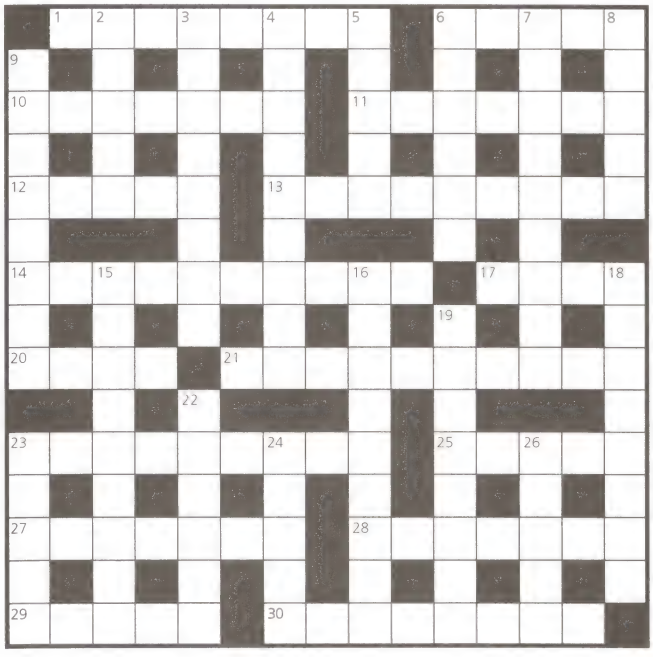
PUZZLE 2 BY JOAN WARD

ACROSS

1 Don't forget Michael Stipe's band member with shaved head (8)
6 Superhero fashions clever ploys right away (5)
10 Plumber initially goes inside to overhaul sink (7)
11 Blushing prisoner hems skirts (7)
12 Start over through there, Seth (5)
13 King hears about recession (9)
14 Carelessly put aloe behind can of fruit (10)
17 Oxford ring is accepted by that girl (4)
20 Novices ultimately grow old and wise (4)
21 Feelings of love penetrating horrible nastiness (10)
23 Pace around rickety Amish boat (9)
25 Press assistant left following newsroom's closing (5)
27 Temporary bridges splinter immediately (7)
28 Free rent again (7)
29 Deposits a whole bunch, I hear (5)
30 Let guards side with tenant (8)

DOWN

2 Makes masters without original (5)
3 Ultimate net value jumps (8)
4 Took bores all over novel emporium (9)
5 Railroad boarded by expert runner (5)
6 Head of customer service let in customer (6)
7 Nut tree is fracturing as I chop it (9)
8 Burn one dollar bill, save fifty (5)
9 Draws near land areas (8)
15 Ignored unknown and voted in entertaining general (9)
16 Tour group needs topless resorts, golf, and tennis, for example (9)
18 Elves and clowns sold into bondage (8)
19 Stuart May ran and fell (8)
22 Hurts opening of stock markets (6)
23 Calm holy man meets poor (5)
24 Famous Greek athletic feat (5)
26 Dormitory's front shower is empty (5)



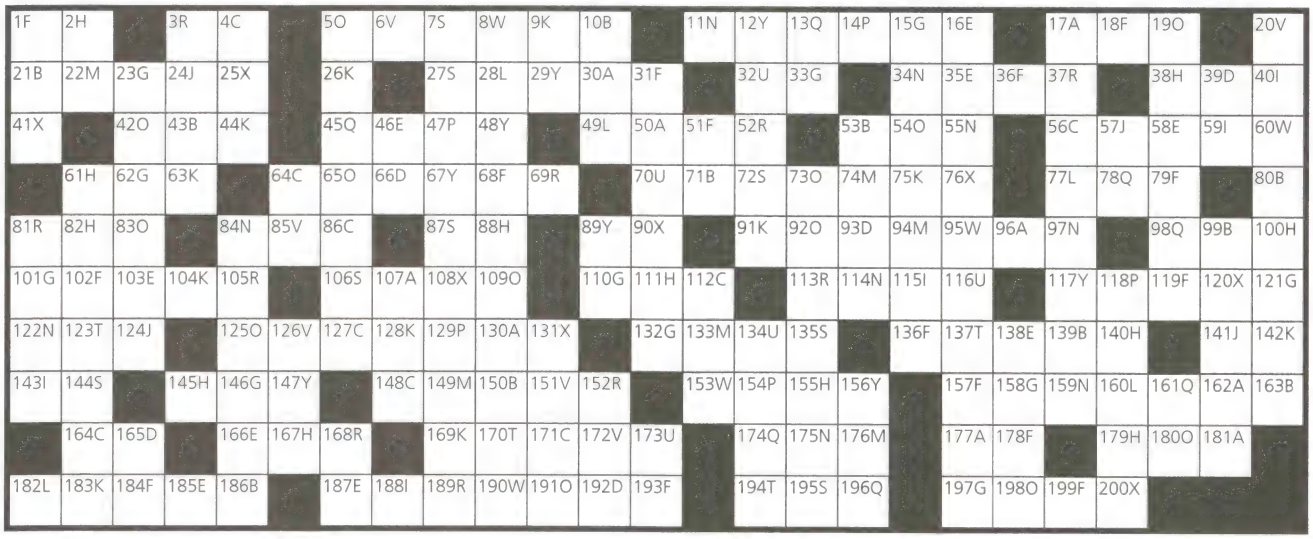
For tips on solving cryptic crosswords, send a stamped return envelope to "Cryptic Solving Guide," GAMES, P.O. Box 184, Fort Washington, PA 19034.

DOUBLE CROSS ★★

BY ANNE BROWN

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you're done, the initial letters of the word list will spell the author's name and the source of the quotation.

ANSWER, PAGE 42



A. His *The Dolliver Romance* was unfinished when he died in 1864
__ __ __ __ __ __ __ __ __
107 17 162 130 50 177 30 96 181

B. Character in *Jumanji* who's trapped in the jungle for 26 years: 2 wds.
__ __ __ __ __ __ __ __
71 21 53 10 80 99 139 186
__ __ __
150 163 43

C. Size of the yellow polka dot bikini: Hyph.
__ __ __ __ __ __ __ __ __
171 86 4 64 56 127 164 148 112

D. *Roman à clef*
__ __ __ __ __
192 165 39 93 66

E. Inventor who sued Isaac Singer for patent infringement: 2 wds.
__ __ __ __ __ __ __ __ __
185 166 138 46 16 35 58 187 103

F. Flick in which Mae West tells Cary Grant to come up and see her sometime: 4 wds.
__ __ __ __ __ __ __ __
119 184 36 79 68 102 51 157
__ __ __ __ __ __ __ __
1 31 136 18 199 178 193

G. Stockbroker played by Claude Rains in a 1944 film
__ __ __ __ __ __ __ __
197 101 15 33 110 23 62 121
__ __ __ __
132 158 146

H. Steinbeck book about the *paisanos* of Monterey: 2 wds.
__ __ __ __ __ __ __ __
155 38 100 2 167 82 111 61
__ __ __ __
88 140 145 179

I. ___ *and Sing!* (1935 Odets play)
__ __ __ __ __
143 59 188 115 40

J. She danced at the 1933 World's Fair wearing only ostrich plumes
__ __ __ __
57 141 24 124

K. Patsy Cline's signature song: 2 wds.
__ __ __ __ __ __ __ __
104 142 44 91 183 63 128 75
__ __ __
26 9 169

L. Super-fortified cornflakes brand
__ __ __ __ __
28 182 49 77 160

M. Part of a compound modifier, usually
__ __ __ __ __ __
133 22 149 74 176 94

N. Composer celebrated in *Sophisticated Ladies*
__ __ __ __ __ __ __ __ __
55 11 159 114 122 97 34 84 175

O. With *The*, movie in which Marilyn Monroe's dress billows up: 3 wds.
__ __ __ __ __ __ __ __
125 19 92 65 198 109 83 5
__ __ __ __ __
54 191 42 73 180

P. Actor/author of *Bring On the Empty Horses*
__ __ __ __ __
47 129 14 118 154

Q. Lovesick swain in *As You Like It*
__ __ __ __ __ __ __
161 196 45 13 78 98 174

R. He made "the catch" in the 1954 World Series: 2 wds.
__ __ __ __ __ __ __ __
69 3 113 152 189 168 37 81
__ __
52 105

S. First feature film animated entirely by computer: 2 wds.
__ __ __ __ __ __ __ __
7 195 135 27 106 87 72 144

T. Weight
__ __ __ __
137 123 194 170

U. Make like Romeo and Juliet
__ __ __ __ __
116 173 32 70 134

V. At capacity, colloquially: 2 wds.
__ __ __ __ __ __
20 6 172 151 85 126

W. Arctic Circle Eskimo
__ __ __ __ __
95 60 8 153 190

X. '97 Stanley Cup champs: 2 wds.
__ __ __ __ __ __ __ __
41 108 76 200 120 90 25 131

Y. Legendary New World city of gold: 2 wds.
__ __ __ __ __ __ __ __
12 67 147 29 117 89 48 156

MUSICAL MULTIPLIERS ★☆

BY RAYMOND YOUNG

We've replaced the digits 0 to 9 in each of the multiplications below with letters. The digit-letter substitutions are constant throughout each problem, but change from one problem to the next. Can you reconstruct the original multiplications?

ANSWERS, PAGE 42

1.

```
    V A N
  × V A N
  -------
    V A N
  V V I A
  B E V
  -------
  H A L E N
```

2.

```
    T O M
  × T O M
  -------
    T U M S
  T A M N
  T O M
  -------
  J O N E S
```

3.

```
    J O N
  × J O N
  -------
    C C S A
  D D A J
  S A J O
  -------
  S E C A D A
```

FOLD THIS PAGE

THE WORLD'S MOST ORNERY CROSSWORD

BY MANNY NOSOWSKY

A Manny-Splendored Thing

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 39. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you want help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 38).

HARD CLUES ★★★

ACROSS

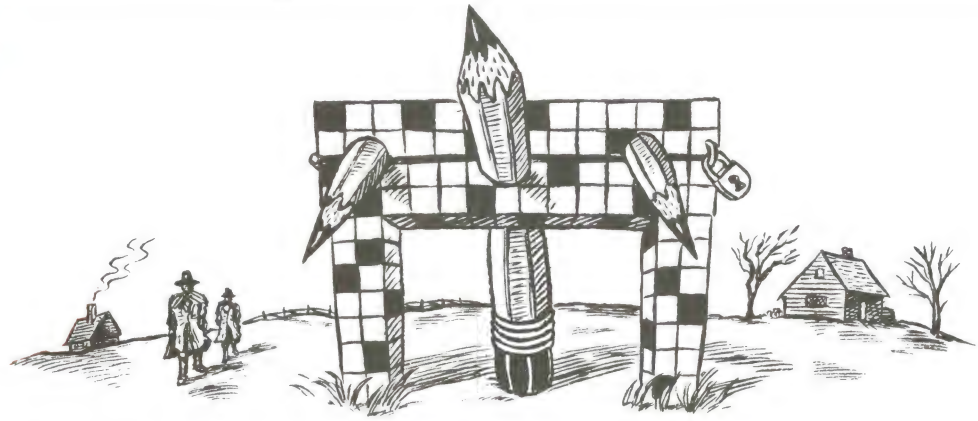
1 "Oro y plata" place
12 Not rife
18 Beach shelter with a thatched roof
24 Trusted
25 Some vans
26 Key with one sharp
27 Fan-mail recipient
28 Concupiscent
29 1996 Dole campaign advisor
30 Use the quicker picker-upper
31 Do brake work
32 Dalmatian, e.g.
33 Waller's ___ (gerenuk)
34 Brownie
35 M. Coty
36 Luis of baseball
37 Okay for the kids
38 Like a sub
42 Vegans of the veld
44 Idle
45 Ecbatana resident
48 More balmy
50 Beef
51 Quintessence
52 John Ford backdrops
53 *Toward World Peace* author
54 Mideast city on the mend
55 Hand signal
56 Ribbon fabrics
57 Feds
58 '96 U.S. Open victor
59 Yields the point
60 Fortuneteller?
61 Samadhi seeker
62 Short-term securities, for short
64 Returner's receipt
66 Rear-end
68 Chick chaser?
69 Sand's sweetheart
70 Lord High Everything Else
74 Latin declaration
76 Anesthetized
78 Nuts
79 Heparin holder
80 "Come and get it!"
82 Bedevils
83 Rushed
84 TV news source
85 Woo man
86 Ore-Ida's parent
88 Glacial
89 Ignored Bart's advice
90 Historical records
91 Notre Dame center
92 Have paid off
94 Vonnegut title
96 Peppard's *Pendulum* costar
98 Prefix for sphere
101 Mother of Dionysus
104 Forces to trial
105 Asylum
106 Up
108 Saves a stamp, in a way
109 Superior to
110 Warning
111 Harvard travel-book series
112 Lacking resonance
113 Like no known lunch
114 Summers
115 Troglodyte
116 X-acto cut
117 *Franz* director
118 Two-footers?
119 Lear competitor
120 Cello cutouts
122 Reefs a sail
123 Cord that holds Arafat's headgear on
125 '60s combat zone
128 Party mix brand
130 '95 World Cup Alpine champ
131 Talking Head David et al.
133 A Merry Wife of Windsor
134 Useful bit of wisdom
135 The Buchmans' pet
136 The Ramones' farewell album
138 Blunt
139 If
140 Professional palates
141 Apian studs
142 More abysmal
143 Diet-breaking bait?

DOWN

1 Item on 143-Across, perhaps
2 Inclusively
3 Is now underway

THE WORLD'S MOST ORNERY CROSSWORD (CONTINUED)

DON'T PEEK UNTIL YOU READ PAGE 37!



EASY CLUES ★

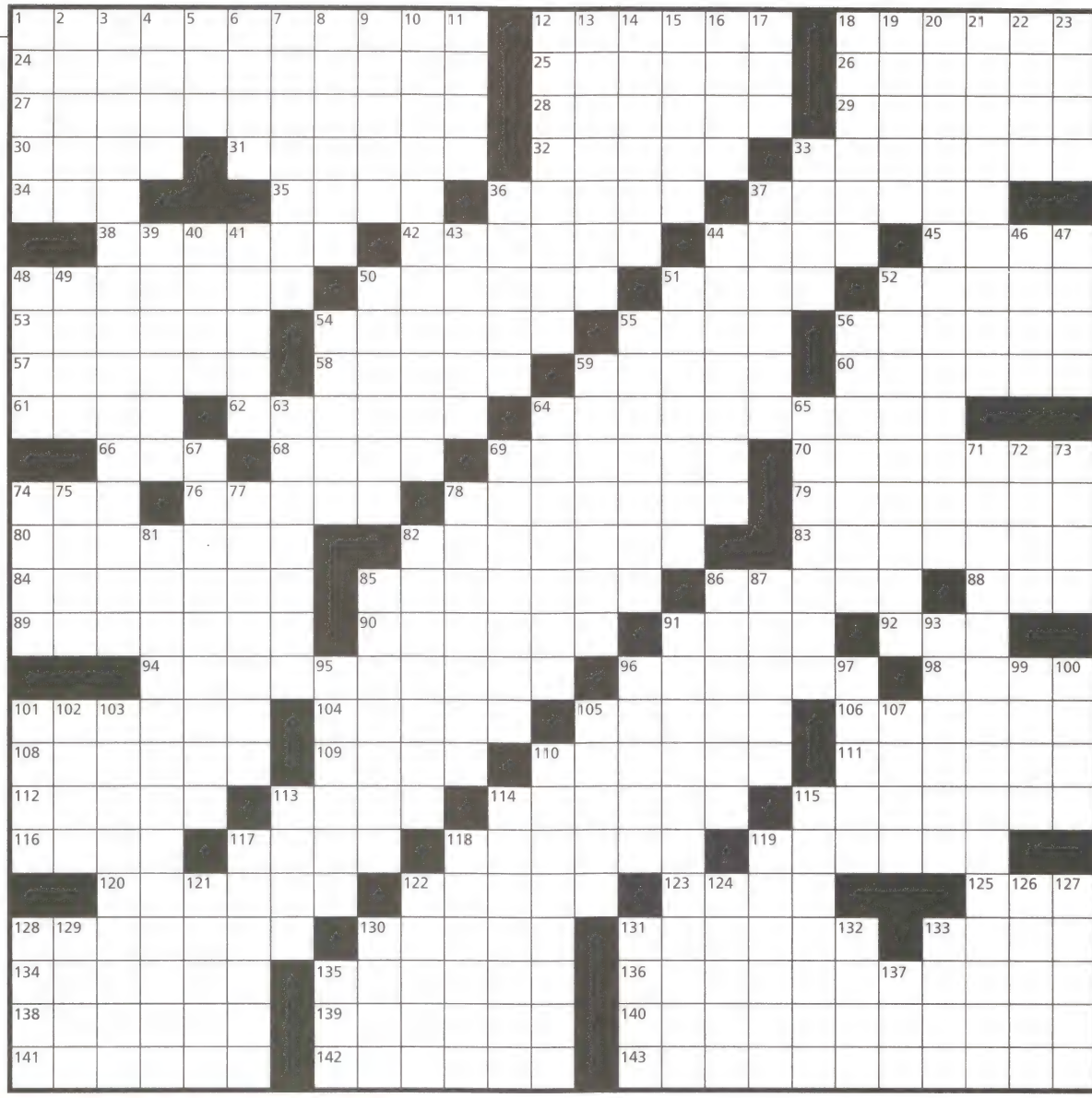
ACROSS

1 Montana's nickname: 3 wds.
12 Like Rogaine buyers' hair
18 Inn chain name
24 Trusted by a proctor: 3 wds.
25 Some rental trucks: Hyph.
26 G major's counterpart: 2 wds.
27 Silver-screen heartthrob: 2 wds.
28 Of the flesh
29 '80s Nevada senator Paul
30 Soak up ink
31 Fix a holey pocket, in a way
32 Serb's neighbor
33 Graceful antelope
34 Pixie's cousin
35 Actor Auberjonois
36 Former pitcher Luis
37 Okay for the kids to watch: 2 wds.
38 Like fish and old Cadillacs
42 Endangered pachyderms of Africa
44 Hang out in a hammock
45 Ancient Persian
48 Even more tetched
50 Bellyache
51 Heart of the Earth
52 Flat-topped desert formations
53 Former UN leader: 2 wds.
54 Capital of Lebanon
55 "Crave the ___" (Ocean Spray slogan)
56 Slippery fabrics
57 "I am ___ " (Dredd's catch phrase): 2 wds.
58 Monica of tennis
59 Surrenders territory
60 Priestess at Delphi
61 Jellystone Park prankster
62 Govt.-backed securities: Hyph.
64 Returned-goods receipt: 2 wds.
66 Aries, for one
68 "Zip-___-Doo-Dah": Hyph.
69 Polish-born composer Fréderic
70 *The Mikado* VIP
74 Latin lover's word
76 ___ lock and key
78 Screwballs
79 Vaccine vial (MOE PAUL anagram)
80 "Come and get it!": 2 wds.
82 Annoys to no end
83 Rushed, as water over rocks
84 Cable TV news source: 2 wds.
85 Suitor in pursuit
86 "57 Varieties" company
88 Like Slurpees
89 Flipped, à la Bart Simpson: 3 wds.
90 Collections of a year's events
91 Basilica center
92 Possess
94 Kids' string creation: 2 wds.
96 *The Mouse That Roared* star Jean
98 Half: Prefix
101 Mother of Dionysus (MELEES anagram)
104 Patriot Nathan and family
105 Place of refuge
106 Up from bed
108 Sends via modem: Hyph.
109 Concluded
110 ___ *emptor*
111 "C'mon, we're late!": 2 wds.
112 Like music from cheap speakers
113 On the house
114 Tally takers
115 Neanderthal
116 Use a letter opener
117 Belgian singer Jacques
118 Two-footed creatures
119 Private plane brand
120 Violin's scroll openings: Hyph.
122 Rolls Old Glory
123 "I've Got ___ in Kalamazoo": 2 wds.
125 '60s war zone, for short
128 Sunshine cracker brand: Hyph.
130 Olympic slalom champ Alberto
131 Edd "Kookie" ___
133 He worked a long day for a knight
134 Teaching session
135 *Mad About You* pooch
136 Spanish farewell: 2 wds.
138 Deaden (BOD NUT anagram)
139 "___ of fire...": 2 wds.
140 They sample the sauternes
141 Talks on and on
142 More profound
143 After-dinner array: 2 wds.

DOWN

1 Frozen mousse mold
2 Counting everything: 2 wds.
3 Initiated, as a project: 4 wds.
4 Miffed state
5 Barbie's beau
6 River in NW Belgium
7 More see-through
8 Worked like a dog
9 "...sickness ___ health...": 2 wds.
10 ___ *Folks* (1930s comic strip)
11 Lawyer Perry's creator
12 Concise
13 Title for Ramses
14 Spelling and Copland
15 Attack: 2 wds.
16 Box-spring support
17 Language class for aliens: Abbr.
18 Connect personally (to)
19 Stupefy
20 "The squeaky wheel gets the worm," e.g.: 2 wds.
21 Painkiller
22 GI Joe, for one
23 Johnson of "Laugh-In"
33 Steady look
36 ___ *Andronicus*
37 Least available
39 Roma's nation
40 Totenberg of public radio
41 Cereal box stat: Abbr.
43 "___ Johnny!"
44 '60s Haight-Ashbury fests
46 Book after Ezekiel: Abbr.
47 To be: Lat.
48 Import tax
49 Roman emperor in 69 AD (HOOT anagram)
50 *42nd Street* costar Ruby
51 Tee toters
52 *The Godfather* author: 2 wds.
54 It gets less airplay: Hyph.
55 More of a crybaby
56 Wise guy in the Bible
59 Political buddies
63 *The ___ Bears*: 2 wds.
64 Chuckle gleefully
65 More ditzy
67 In a melodic way
69 Cattle coops
71 Corporate bill-payer: 2 wds.
72 Baldwin of *The Juror*
73 Ms. Lamarr
74 *The Nazarene* author Sholem
75 Angela's mom, on *Who's the Boss?*
77 Senators opposed: 2 wds.
78 Throw in the Maytag
81 1951 Liz Taylor film, with "A": 4 wds.
82 Puff's land by the sea
85 Ship like the *Santa Maria*
86 Writ of ___ corpus
87 Occurrence
91 Persevere: 3 wds.
93 Soak in Clorox
95 Errands
96 Socked away
97 Festive wingdings
99 Prefix for bucks or bytes
100 Hip to: 2 wds.
101 Matched batches
102 ___ *and the Detectives*
103 Marx's *The Communist* ___
105 Hellish mythical abyss
107 Al Sharpton and colleagues: Abbr.
110 Stereo system component: 2 wds.
113 Worry
114 Fly-in locale: 2 wds.
115 Babar's bride
117 Window treatments
118 Unjust accusation: 2 wds.
119 Birchbark vessels
121 Holey layer on high
122 It was with Luke
124 Ear-to-ear smiles
126 Old Greek marketplace
127 Unkempt
128 Dullard
129 Language of Israel: Abbr.
130 Melody
131 Brothel operator
132 German coal region (SARA anagram)
133 Brad of *Twelve Monkeys*
135 Between: Prefix
137 Denver clock setting: Abbr.

R.J. KAUFMAN



ANSWER, PAGE 41

HARD CLUES (CONTINUED)

4 State of pique
5 Cognizance
6 River through West Flanders
7 More diaphanous
8 Slaved
9 "...sickness ___ health..."
10 Fontaine Fox's trolley town
11 Dashiell's contemporary
12 Laconic
13 Sanders of 'Trane's quintet
14 Lawrence's ___ *Rod*
15 Attack
16 Shutter feature
17 Ed. class for recent immigrants
18 Be germane
19 Boggle
20 Case of catachresis
21 Duller
22 Dummy
23 Commedia dell'___
33 Take a gander
36 Emperor when Vesuvius blew
37 Most underdone
39 1990 World Cup *sito*
40 Hirschfeld's "hidden" daughter
41 Letters before numbers, on packaging
43 Spirit-raiser's word
44 '60s gatherings
46 Pre-Hosea bk.
47 To be, in Rome
48 Ad valorem tax
49 His wife was Nero's mistress
50 She was Profumo's mistress
51 They accompany docs on some rounds
52 *Superman* screenplay author
54 It's less often aired
55 More inclined to whine
56 Mr. Guggenheim
59 Pol's pals
63 Telegrammed tidings, in old flicks
64 Giggle gleefully
65 Out to lunch longer?
67 With harmony
69 Holds one's horses?
71 Exec with the pursestrings
72 Meg's *Prelude to a Kiss* costar
73 She played Delilah
74 *Motke Ganef* author
75 Actress Freeman
77 Those against
78 Make bad money good
81 '51 film version of the Chester Gillette case, with "A"
82 Little Jackie Paper's place
85 Columbus's flagship, for one
86 ___ corpus
87 Happening
91 Tough it out
93 Etiolate
95 Part of the daily grind
96 Joined a Christmas club
97 Big blowouts
99 It means big
100 Privy to
101 Solidifies
102 Tess Trueheart's dad
103 Details of a Communist plot?
105 Homer's name for Pluto
107 Guns
110 Gramophone's descendent
113 Sitar part
114 Grounds for fighters
115 She played Karen in *All About Eve*
117 Some jalousies
118 Trumped-up charge
119 Rapids transit
121 Sunny-day smog ingredient
122 Strong-arm
124 Toothy expressions
126 Attic sale site
127 Out of order
128 Divot
129 Bibi's lang.
130 Air
131 Madam
132 Moselle feeder
133 The Great Commoner
135 Wife or life lead-in
137 Rockies setting: Abbr.

PENCILWISE CONTINUES ON PAGE 44

ANSWERS

20/20 HINDSIGHT COVER

Anachronisms (listed alphabetically)

1. Ben & Jerry's ice cream (1979)
2. *Breakfast in America* album (1979)
3. Chicken McNuggets (1983)
4. Commodore VIC 20 computer (1981)
5. Carl Sagan's *Cosmos* (1980)
6. Diet Coke (1982)
7. GAMES mug with pencil (1992)
8. In-line skates (RollerBlades introduced 1980, mass-marketed 1984)
9. Jane Fonda workout tape (first release 1982)
10. *Mork & Mindy* on TV (1978)
11. Nike Air sneakers (1997 model)
12. *People* magazine featuring Chuck & Di wedding (1981)
13. Pictionary game (1985)
14. Pink Floyd's *The Wall* concert T-shirt (album 1979; live show 1980)
15. Post-It Note (1980)
16. Reagan/Bush campaign button (1980/1984)
17. Rubik's Cube (1981)
18. *Saturday Night Fever* CD (first CDs 1983)
19. *Time* magazine featuring Three Mile Island incident (1979)
20. Utah Jazz cap (franchise relocated from New Orleans 1980)

Some of the items shown that did exist in 1977 are as follows: (albums) *Bat Out of Hell* (1976), *Born to Run* (1974), *Dark Side of the Moon* (1973), *Frampton Comes Alive* (1976); Billy Beer (1977); (books) *The Complete Book of Running* (1977), *Future Shock* (1970), *The Godfather* (1969), *Jonathan Livingston Seagull* (1973), *I'm OK–You're OK* (1971), *The Pumphouse Gang* (1968), *Ragtime* (1974), *Roots* (1976), *The Thorn Birds* (1977); bowling pin lamp; blow dryer (early '70s model); CB radio (height of popularity 1977); console television; Farrah photo; fuzzy dice; "I Love You This Much" statuette; *Jaws* poster (1975); mood ring (1975); Othello game; photo cube; shag area rug; smiley face button; *Star Wars* buttons, figurines (summer 1977); stereo system with 8-track player, 8-track tapes; *Sports Illustrated* magazines (mid-'70s); touchtone phone (mid-'70s model); *TV Guide* featuring cast of *One Day at a Time* (May 1977).

18 KNOT AGAIN!

The correct order of the photos is E, B, G, A, H, F, D, C. From the positions of the hands and feet (with the help of the spinners), it's clear that the sequence must begin with E (the only photo in which only three limbs per player are on circles), B, and G, followed by A, C, or D. But photo C cannot come right after G because the player at the top has her right foot on the same blue circle as in G. Nor can D follow G, since the player at the top has lost an earring in D, which she is still wearing in photos A and H. That leaves A as the fourth photo, which must be followed by H (the only remaining photo in which the earring is still on), after which F, D, and C must finish the sequence.

27 LOOKING INWORDS

1. BLOOM
2. FRAIL
3. LAST
4. TOMB
5. MALE
6. SENT
7. GIANT
8. REST
9. UGLY
10. RUIN
11. PART
12. TAINT
13. IDLE
14. REIN
15. URGE
16. TUTOR
17. SOTS
18. CITY
19. MUTE
20. OPEN
21. REAL
22. CART
23. COOL
24. HARD

34 SAY CHEESE HINT

1-Across starts in the ninth box of the top row.

21 TWIST TIES

32 SNAKE PIT

A	I	L	O	L	A	Y	A	R	E	G	O	D	E
P	R	F	O	S	D	O	H	E	L	A	T	U	P
L	A	A	H	A	L	O	P	A	S	T	T	T	Y
E	N	R	C	E	O	G	Y	L	E	N	A	I	L
B	R	U	E	V	E	M	A	I	N	G	Y	E	D
E	I	T	L	A	R	I	L	M	I	L	A	R	E
F	S	Y	F	R	E	O	N	E	N	I	O	L	I
U	S	A	L	E	D	C	E	S	T	C	H	A	S
B	M	S	K	E	M	O	L	E	E	A	L	A	E
R	A	T	O	R	S	T	E	A	S	U	C	I	R
I	N	E	L	A	D	R	A	W	S	T	T	E	L
R	E	O	L	P	O	I	D	O	R	L	A	R	A
A	M	O	M	U	N	T	I	S	A	I	V	I	A
N	E	N	E	S	T	N	O	Y	R	S	E	S	T

48 REELIN' IN THE YEARS

1. A.1 Sauce
2. Hartz 2 in 1 flea collar
3. 3 Musketeers candy bar
4. Jeep Cherokee 4x4
5. Monopoly $5 bill
6. Clock face
7. 7up can
8. V8 juice
9. 9 Lives cat food
10. 10W-30 motor oil
11. Rummikub tiles
12. Kodak film (12 exposures)
13. 13 Dead End Drive board game
14. Size 14 clothing label
15. SPF 15 sunscreen
16. 16-oz. can of Budweiser beer
17. Dartboard
18. Tape measure
19. Kellogg's Product 19 cereal
20. 20 Mule Team Borax

23 THE CLASSIFIEDS

H	A	L	■	M	I	A	M	I	■	G	E	L	I	D
I	L	E	■	O	R	R	I	N	■	O	L	I	V	E
G	P	A	■	P	O	I	N	T	I	L	L	I	S	M
H	I	D	D	E	N	A	G	E	N	D	A	■	■	■
U	N	E	A	S	Y	■	■	N	A	B	■	A	D	E
P	E	R	M	■	■	P	C	T	■	R	A	B	I	N
■	■	■	P	I	K	E	R	■	B	I	B	L	E	S
■	I	V	E	G	O	T	A	S	E	C	R	E	T	■
U	R	A	N	U	S	■	S	T	A	K	E	■	■	■
S	A	L	S	A	■	S	H	Y	■	■	A	S	A	P
O	N	E	■	N	A	T	■	■	M	O	S	K	V	A
■	■	■	C	O	V	E	R	T	A	C	T	I	O	N
T	O	U	R	D	E	F	O	R	C	E	■	E	W	E
R	O	M	E	O	■	A	L	O	H	A	■	R	E	L
S	H	A	W	N	■	N	O	T	I	N	■	S	D	S

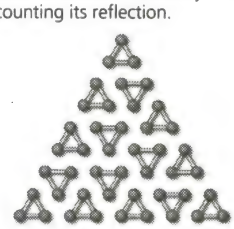
46 MY FAVORITE NEW BRAINTEASERS

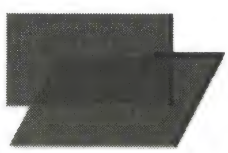
Cut Down the Cuts

It is only necessary to cut the three links of one piece. They can then be used to join the remaining three pieces into the circular bracelet.

1. Because no door shows, the bus must be going west.
2. Did you guess 30 miles? Since the trains go faster than the fly, the fly can never get off the front of the engine. It travels 60 miles.
3.
4. John
5. The number of words with i as the fifth letter is much larger because it includes all the words ending with ing.
6.

7. He got home at the last chime of 12:00. The clock struck again at 12:30, 1:00, and 1:30.
8. Move the bottom row of cards to the top, or the left column to the right.
9. The blind man says, "I want a pair of scissors."
10. None
11. Puff
12. The solution shown is the only one possible, not counting its reflection.



13. $2^6 - 63 = 1$ (by Mel Stover)
14. 
15. Both Jim and Jane can't be truthful. Jim can't be the only liar because that would mean no Catholic is present. Jane can't be a liar because that would mean no Protestant is present. Therefore both are lying.

ANSWERS

27 WHAT'S THE SCORE?

I	L	L	S			P	E	R	I		2	C	A	R
N	O	A	H		M	I	X	E	S		O	L	G	A
2	O	M	U	L	E	T	E	A	M		Q	U	A	I
D	N	A		B	L	I	M	P		D	U	E	T	S
			2	S	T	E	P		D	E	E	D	E	E
D	O	D	O			S	T	R	E	S	S			
A	M	A	T	C	H		S	A	B	O	T	E	U	R
M	A	N	H	O	O	D		M	A	T	I	S	S	E
P	R	O	C	U	R	E	S		R	O	O	T	E	D
			E	N	A	M	E	L			N	E	R	O
G	L	I	N	T	S		P	A	L	L	S			
L	I	N	T	Y		S	T	J	O	E		S	P	A
A	T	T	U		2	O	2	O	V	I	S	I	O	N
S	U	E	R		A	R	N	I	E		I	Z	0	D
S	P	R	Y		M	E	D	E			D	E	F	Y

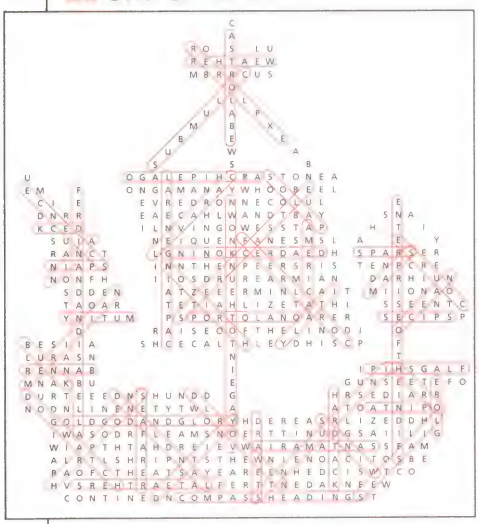
23 WHAT FOODS...

1. CHICKEN
2. BEANPOLE or STRING BEAN
3. CRAB
4. BIG CHEESE
5. BUTTERFINGERS
6. MEATHEAD
7. CARROT-TOP
8. SHRIMP
9. COUCH POTATO
10. BEEFCAKE
11. FRUITCAKE
12. HAM
13. HOT TAMALE
14. MILQUETOAST

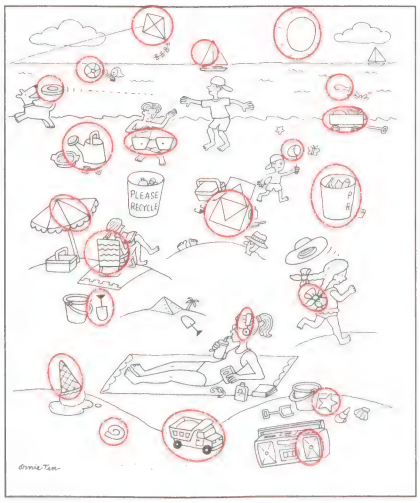
37 MANNY-SPLENDORED THING

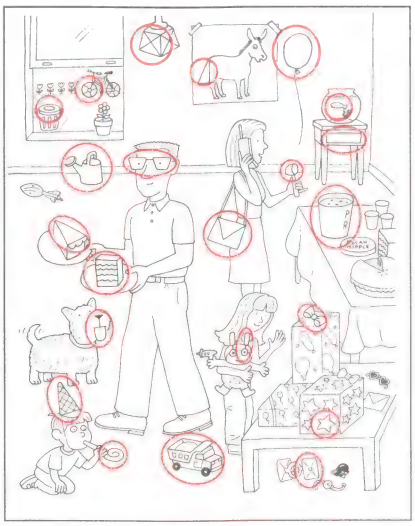
B	I	G	S	K	Y	S	T	A	T	E		S	P	A	R	S	E		R	A	M	A	D	A
O	N	O	N	E	S	H	O	N	O	R		U	H	A	U	L	S		E	M	I	N	O	R
M	A	T	I	N	E	E	I	D	O	L		C	A	R	N	A	L		L	A	X	A	L	T
B	L	O	T		R	E	L	I	N	E		C	R	O	A	T		G	A	Z	E	L	L	E
E	L	F			R	E	N	E		T	I	A	N	T		R	A	T	E	D	G			
		F	I	N	N	E	D		R	H	I	N	O	S		L	A	Z	E		M	E	D	E
D	O	T	T	I	E	R		K	V	E	T	C	H		C	O	R	E		M	E	S	A	S	
U	T	H	A	N	T		B	E	I	R	U	T		W	A	V	E		S	A	T	I	N	S
T	H	E	L	A	W		S	E	L	E	S		C	E	D	E	S		O	R	A	C	L	E
Y	O	G	I		T	B	I	L	L	S		C	R	E	D	I	T	S	L	I	P			
		R	A	M		A	D	E	E		C	H	O	P	I	N		P	O	O	H	B	A	H
A	M	O		U	N	D	E	R		L	O	O	N	I	E	S		A	M	P	O	U	L	E
S	O	U	P	S	O	N			H	A	R	R	I	E	S			C	O	U	R	S	E	D
C	N	N	L	I	V	E		C	O	U	R	T	E	R		H	E	I	N	Z		I	C	Y
H	A	D	A	C	O	W		A	N	N	A	L	S		N	A	V	E		O	W	N			
		C	A	T	S	C	R	A	D	L	E		S	E	B	E	R	G		H	E	M	I	
S	E	M	E	L	E		H	A	L	E	S		H	A	V	E	N		A	R	I	S	E	N
E	M	A	I	L	S		O	V	E	R		C	A	V	E	A	T		L	E	T	S	G	O
T	I	N	N	Y		F	R	E	E		A	D	D	E	R	S		C	A	V	E	M	A	N
S	L	I	T		B	R	E	L		B	I	P	E	D	S		C	E	S	S	N	A		
		F	H	O	L	E	S		F	U	R	L	S		A	G	A	L			N	A	M	
C	H	E	E	Z	I	T		T	O	M	B	A		B	Y	R	N	E	S		P	A	G	E
L	E	S	S	O	N		M	U	R	R	A	Y		A	D	I	O	S	A	M	I	G	O	S
O	B	T	U	N	D		I	N	C	A	S	E		W	I	N	E	T	A	S	T	E	R	S
D	R	O	N	E	S		D	E	E	P	E	R		D	E	S	S	E	R	T	T	R	A	Y

22 SHIPSHAPE



29 DEJA VIEW





64 PLAYING DEAD

1. *Beetlejuice*—Alec Baldwin (Adam), Geena Davis (Barbara)
2. *The 6th Man*—Kadeem Hardison (Antoine Tyler), Marlon Wayans (Kenny Tyler)
3. *Ghost*—Patrick Swayze (Sam Wheat)
4. *Topper*—Cary Grant (George Kirby), Constance Bennett (Marion Kirby), Roland Young (Cosmo Topper)
5. *Scrooged*—Bill Murray (Frank Cross), Carol Kane (The Ghost of Christmas Present)
6. *The Ghost and Mrs. Muir*—Gene Tierney (Lucy Muir), Edna Best (Martha Huggins), Rex Harrison (Capt. Daniel Griggs)
7. *Poltergeist*—Heather O'Rourke (Carol Anne Freeling), JoBeth Williams (Diane Freeling)
8. *Field of Dreams*—Ray Liotta (Shoeless Joe Jackson)
9. *The Shining*—Jack Nicholson (Jack Torrance), Joe Turkel (Lloyd)
10. *Ghostbusters*—Slimer (as himself)
11. *A Christmas Carol*—Michael Hordern (Jacob Marley), Alastair Sim (Ebeneezer Scrooge)
12. *Casper*—Malachi Pearson (voice of Casper), Christina Ricci (Kat Harvey)

26 PENCIL POINTERS

	S					E						A		
T	I	L	T	I	N	G	A	T	W	I	N	D	M	I	L	L	S
I	D	I	O	T		G	R	E	E	N		L	A	M	O	U	R
C	E	N	T	S		C	E	R	T	S		I	N	P	U	T	S
K	A	T	E	Y		R	A	I	S	E		B	A	S	T	E	
S				B	Y	E				C	A	S	T				C
D	O	M	I	N	I		A	S	T	I	R			E	I	D	E	R
	U	A	R		T	A	M	P	A		E	T	C	E	T	E	R	A
T	R	A		S			A	N	I	T	A			I	R	O	N	
L	A	T	O	Y	A		Y				T	H	E	S	I	D	E	
I	C	E	T		S	H	I	P	M	A	T	E			D	E	S	
K	A	R	T		T	A	N	I	A		L	I	C	K	E	D		
E		E		U	N	G	E	R		E	D	S					M	
C	A	B	A	R	E	T			L	U	S	I	T	A	N	I	A	
S	O	B	S		E	U	R	A					N	O	O	N		
O	R	E			T	O	A	S	T	E	R	O	V	E	N	S		
R	E	T	R	O	F	I	T	S		A	V	E		I	L	L	E	
E	S	S	E	N		C		T		X	E	D		L		A		
T		S	E	S	A	M	E		R		D	O	S	I	N	G		
A	H	A		T		E		A	R	C	A	D	E	S		N		R
U	R	B	A	N	E		R	I	O	T		N	A	V	A	J	O	
M	I	L	T	O	N		I	S	L	E	S		K	I	N	K	S	
B	A	T	E	D		F	A	K	E	S		L	A	P	E	L	S	

24 NATURAL SELECTIONS

1–r Juicy Juice
2–o Seven Seas
3–p Tropicana
4–m Dole
5–l 40 ICED TEA
6–h
7–d Gold Medal
8–b parmalat
9–j LAVA
10–q Crispix
11–i Yoplait
12–c Nestea
13–e Secret
14–k Ocean Spray
15–n Dixie
16–f SUNSWEET
17–g evian
18–a Scott Napkins

ANSWERS

35 CRYPTIC CROSSWORD 1

ACROSS

1 Iron (in or)
3 Predispose (pop desires)
9 Trees (theaTRE EScaped)
11 Distances (dances + I + St.)
12 Retains (nastier)
13 Order (for – f + der)
15 Strangler (stranger + l)
17 Let go (first letters)
19 Eased (ExAm'S rEaDy)
21 Breathers (bathers + re)
23 Covet (c/o + vet)
24 Elbowed (wee bold)
26 Outermost (Rome touts)
27 Owner (Reno + W)
28 Laypersons (player's son)
29 Goad (a dog)

DOWN

1 Interested (teens tried)
2 Overtures (overt + ruse)
4 Rides (dries)
5 Discourse (Di + scours + e)
6 Scandal (c + sandal)
7 Occur (cur + co.)
8 Else (SeattlE SLEw)
10 Scion (coins)
14 Considered (con + side + Red)
16 Libations (Lions + I + bat)
18 Tae kwon do (takedown + o)
20 Diverse (divers + e)
22 Taboo (at + B + o + 0)
23 Catty (C + atty.)
24 Eaten (Eton)
25 Foil (two meanings)

35 CRYPTIC CROSSWORD 2

ACROSS

1 Remember (R.E.M. + member – m)
6 Capes (capers – r)
10 Torpedo (p + to + redo)
11 Crimson (con + rims)
12 Reset (theRE SETh)
13 Shrinkage (king hears)
14 Cantaloupe (put aloe + can)
17 Shoe (o + she)
20 Sage (s + age)
21 Sensations (0 + nastiness)
23 Steamship (step + Amish)
25 Media (aide + m)
27 Interim (splINTER IMmediately)
28 Release (two meanings)
29 Lodes (loads)
30 Resident (rent + side)

DOWN

2 Earns (learns – l)
3 Eventual (net value)
4 Bookstore (took bores)
5 Racer (RR + ace)
6 Client (c + let in)
7 Pistachio (as I chop it)
8 Singe (single – L)
9 Attracts (at + tracts)
15 Neglected (n + elected + G)
16 Passports (spas – s + sports)
18 Enslaved (elves and)
19 Stumbled (Stu + M + bled)
22 Smarts (s + marts)
23 Still (St. + ill)
24 Homer (two meanings)
26 Drain (d + rain)

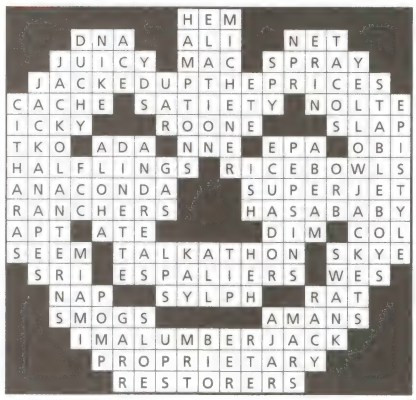
FAKE AD

The Fake Advertisement announced in the Table of Contents is for Wrister and appears on page 14. *Photo: Butler/Tegni. By R. Wayne Schmittberger.*

30 DSZQUPHSBNT!

1. CRYPTOON. Your honor, I argue that a confession made during a game of "Truth or Dare" should be inadmissible.
2. GOOD ADVICE, ALMOST. There are three rules for writing the novel. Unfortunately, no one knows what they are.—Somerset Maugham
3. STAMP OF ORIGINALITY. Postal meter operator jocularly declares his job must be creative because he pushes the envelope every day.
4. ALLEY CAN'TS. Many English kings banned bowling—they thought it was too harmless, and taught no skills useful for war.
5. NO ALL-DAY SUCKER. *Consumer Reports* runs article about defective Hoover model. The headline: "Nader abhors a vacuum."
6. BOO! Schoolboy pooh-poohs wordy Tolstoy book, scorns "John Brown's Body," too; looks for good spooky ghost story.
7. DIRTY TALE. Girl buys Surf soap, does icky wash load with beau. Then they iron, fold duds, stow garb away... sans lone lost sock.

34 SAY CHEESE



8 A NIGHT AT THE OCTOPLEX

Arnie bought Ickipoos and saw *Three Slays of the Condor* in Cinema 6. Buffy bought Oopsies and saw *Eight Men Pout* in Cinema 7. Carrie bought Jujubeasts and saw *Six of a Grind* in Cinema 1. Davey bought Lickericks and saw *Four Norsemen of the Apocalypse* in Cinema 2. Ellie bought Kooldrools and saw *Five Cheesy Pieces* in Cinema 3. Frankie bought Mouthburners and saw *Seven Days in Clay* in Cinema 5. Georgie bought Nasties and saw *One Flew over the Cuckoo's Chest* in Cinema 4. Harry bought Phooies and saw *Two for the Toad* in Cinema 8.

For a detailed solution, send a self-addressed, stamped envelope to: A Day at the Octoplex, GAMES Magazine, P.O. Box 184, Fort Washington, PA 19034.

37 MUSICAL MULTIPLIERS

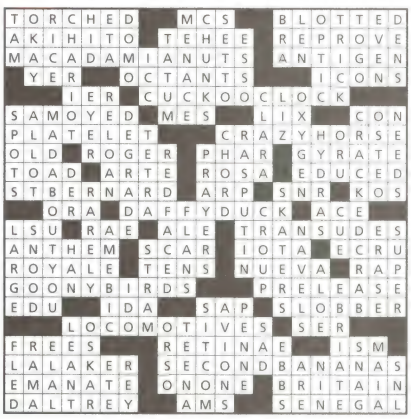
1.	2.	3.
281	198	739
×281	×198	×739
281	1584	6651
2248	1782	2217
562	198	5173
78961	39204	546121

36 DOUBLE CROSS

A. HAWTHORNE
B. ALAN PARRISH
C. ITSY-BITSY
D. NOVEL
E. ELIAS HOWE
F. SHE DONE HIM WRONG
G. SKEFFINGTON
H. TORTILLA FLAT
I. AWAKE
J. RAND
K. SWEET DREAMS
L. TOTAL
M. HYPHEN
N. ELLINGTON
O. SEVEN YEAR ITCH
P. NIVEN
Q. ORLANDO
R. WILLIE MAYS
S. TOY STORY
T. HEFT
U. ELOPE
V. FULL UP
W. INUIT
X. RED WINGS
Y. EL DORADO

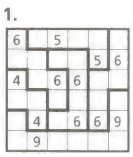
It is autumn. Leaves are flying, a storm of them over the land. They are brown and yellow, parched and pale.... Out of an evening darkness they fly.... like resigned spirits they whirl away and spill into hollows, to lie still, one on the other, waiting for snow.—(John) Haines, *(The) Stars, the Snow, the Fire*

33 AROUND THE BEND

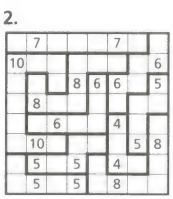


28 TILE AND ERROR

1.



2.



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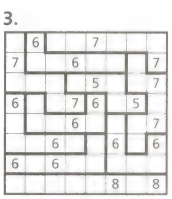

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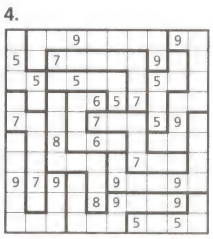

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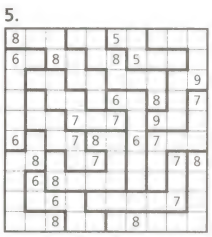


ANSWERS

44 LEAPIN' LETTERS

GROUP 1
EPIDEMIC (E)
MYOPIC (Y)
ALUMNI (M)
ORIENT (O)
PIGEON (N)
NEUTRAL (R)
FREIGHT (F)
COLONEL (L)
HOBGOBLIN (G)
LULLABY (B)
SONATA (A)
IDOLIZE (Z)
TONGUE (T)
TWOSOME (W)
UPDATED (P)
IRONCLAD (D)
TROUPE (U)
JAGUAR (J)
SALAMI (I)
QUEUE (Q)
MACHETE (H)
SUNSET (S)
VAMPIRE (V)
FIXATE (X)
OFFICE (C)
ALKALI (K)

GROUP 2
DEBACLE (B)
COURSE (O)
GARAGE (G)
OCARINA (O)
GOURMET (T)
ORACLE (L)
NOVICE (E)
BOOTLEG (G)

GROUP 3
INFER (F)
HARPOON (R)
GERUND (E)
RITUAL (A)
CELERY (R)
UNPAID (I)
MISLEAD (M)
FIREARM (I)

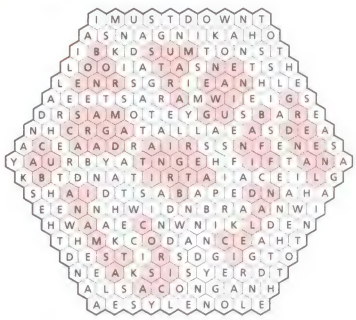
GROUP 4
COVET (C)
PRELUDE (U)
ROUTINE (N)
AVIATOR (I)
SIMILE (S)
SKEIN (I)
SCHEME (E)
CUISINE (N)

GROUP 5
ENOUGH (H)
VERTIGO (O)
CEREBRAL (E)
ENIGMA (M)
TRIANGLE (A)
HERESY (S)
KIMONO (K)
EROTIC (E)
SIRLOIN (R)
SHOEMAKER (S)

GROUP 6
PLASMA (P)
ASININE (A)
INHERIT (R)
THOROUGH (T)
ALIBI (A)
LOCUST (C)
CHANCE (H)
AUSPICES (U)
EIGHTH (E)
ORCHID (D)
PARACHUTED (T)

GROUP 7
STROKE (S)
BEHEST (H)
FOIBLE (O)
FRONTAL (R)
NAUSEA (N)
STANDEE (T)
ATTACHE (H)
ANIMATE (A)
DECEIT (D)
SHORTHAND (N)

25 THE LEXAGON



The quote reads "I must down to the seas again, to the lonely sea and the sky,/ And all I ask is a tall ship and a star to steer her by,/ And the wheel's kick and the wind's song and the white sail's shaking,/ And a grey mist on the sea's face and a grey dawn breaking."

The 11 regions spell out major islands: BAFFIN, BORNEO, CORSICA, CUBA, GREAT BRITAIN, GREENLAND, ICELAND, MADAGASCAR, NEW GUINEA, SUMATRA, and TASMANIA.

16 RHYME TIME

Page 16 (left to right, top to bottom): tall wall, Egyptian inscription, bent cent, bass case, wide slide, ghost toast, ape cape, King Kong ping pong, squirrel twirl, upside-down circus clown, stung tongue, yellow cello, cross boss, Energizer advertiser, Eskimos nose-to-nose, pink drink, hairy fairy, history mystery, Renoir memoir, mime crime, wet pet, whale tail.

Page 17 (left to right, top to bottom): mole hole, albino rhino, bleacher preacher, fox socks, polar bowler, altar vaulter, drunk monk, cattle battle, plump ump, Bigfoot shot put, pooch smooch, bound hound, mama llama, big pig, St. Bernard leotard, prize pies, crab cab, tire fire, Daniel Boone honeymoon.

WILD CARDS

62 MUSIC BY THE NUMBERS

a. 2	e. 17	i. 13	m. 10	q. 15
b. 16	f. 1	j. 8	n. 14	r. 4
c. 11	g. 20	k. 19	o. 9	s. 12
d. 5	h. 7	l. 3	p. 18	t. 6

62 YEAR OF BIRTH

The date is January 9, and the phenomenon is that, when written in the common abbreviated form, it always states the current year: 1/9/97, 1/9/98, 1/9/99. This will not be possible again until 2/1/00 (Feb. 1, 2100) because, of course, February has no "0" date to use in 2000, nor the rest of the century.

62 FAMILIAR MUGS

Analysis: We know that there are three generations, with Pat and a female in the first, and two males and a female in the third.

Assume Pat is a female: In that case, there are no brothers in the first generation. The third generation can account for 0, 1, 2, or 4 of the brothers, and so the second generation must account for at least three brothers. If the second generation is all male, there must be six males to produce enough aunts in the whole tree; but in that case, there will be too many brothers. Therefore, the second generation must have males and females. There can be at most two members of each sex—three or more females in the second generation will mean too many aunts, and three or more males and any females produces too many brothers. One male and either one or two females will not produce enough brothers. Two males and one female makes four brother—there will be no way to have seven total brothers. Two males and two females will make six brothers, requiring only one from the third generation; but, however the tree is drawn, there will be too many aunts. Therefore, Pat cannot be female.

Accordingly, Pat is male, and so the second generation must include some females, to account for the "mother" mugs. If there are three or more females in that generation, there will be too many aunts. If there is only one female, there will not be enough aunts unless there are also five males in the second generation, which produces too many brothers. Therefore, there are exactly two females in the second generation.

Since there are nine nieces and nephews combined, but only six aunts, there must be three "uncle relationships." There are no uncles in the first generation, and there are three people in the third, so there must be exactly one male in the second generation.

The first and second generations account for three brothers; the children in the third generation must account for four brothers, and so the grandchildren must all be siblings. This produces the complete family tree.

62 CAPITALIZATION

The name is "Irving" (Washington Irving, Irving Berlin).

62 A STATELY ADDITION

	1	6	5	1	8	6	8
		6	7	0	8	5	8
				3	4	1	3
		3	9	7	2	3	6
+			1	5	8	4	3
	2	7	3	9	2	1	8

62 HAVE YOU GOT THE TIME?

1. j
2. f
3. i
4. g
5. b
6. a
7. e
8. c
9. d
10. h

63 TV, A TO Z

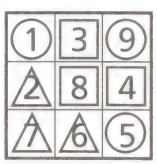
1. Loni Anderson	*WKRP in Cincinnati*
2. Christina Applegate	*Married ... With Children*
3. Eve Arden	*Our Miss Brooks*
4. Kathy Baker	*Picket Fences*
5. Brett Butler	*Grace Under Fire*
6. Sid Caesar	*Your Show of Shows*
7. David Duchovny	*The X-Files*
8. Patrick Duffy	*Step By Step*
9. Clint Eastwood	*Rawhide*
10. Michael J. Fox	*Family Ties*
11. Larry Hagman	*Dallas*
12. David Hasselhoff	*Knight Rider*
13. Howard Hesseman	*Head of the Class*
14. Kate Jackson	*Charlie's Angels*
15. Jack Klugman	*Quincy*
16. Linda Lavin	*Alice*
17. Penny Marshall	*Laverne & Shirley*
18. Kristy McNichol	*Empty Nest*
19. Elizabeth Montgomery	*Bewitched*
20. Erin Moran	*Joanie Loves Chachi*
21. Bob Newhart	*Newhart*
22. Carroll O'Connor	*In the Heat of the Night*
23. Suzanne Somers	*Three's Company*
24. Robert Stack	*Unsolved Mysteries*
25. Robert Urich	*Vegas*
26. Guy Williams	*Zorro*

63 A BED OF ROSES

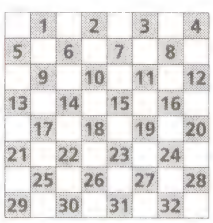
Each were winners of the Kentucky Derby:

Decidedly (1962)
Regret (1915)
Affirmed (1978)
Determine (1954)
Plaudit (1898)
Pensive (1944)
Worth (1912)
Ponder (1949)
Cavalcade (1934)

63 THE PATH OF MOST PERSISTENCE



63 BACKSTABBER



The following moves (a long dash indicates a multiple jump) guarantee victory: 1 White 25-22, Black 17-26 2 White 27-24, Black 28-19 3 White 23—14, Black 9-18 4 White 30—14, Black 5-9 5 White 14-5, White wins

LEAPIN' LETTERS ★★

BY STEPHEN SNIDERMAN

The data-entry pro who typed up the word lists below is at the end of his rope! A new computer virus got hold of his files, and it caused just one letter in each word to leap out of position. For example, when he typed BOBSLED, the L leaped forward and he got BLOBSED. When he typed BAUBLE, the A leaped backward and he got BUBLEA. Now we need your help! When you figure out which letter has moved in each word, write it in the blank next to that word. In Group 1 below, each letter of the alphabet has moved exactly once. In Groups 2 to 7, the letters that you've placed in the blanks, read vertically, will spell another word with a letter out of position. If you eend elph, ranswes apaper on page 43.

GROUP 1

PIDEMICE	_____	BLULLAY	_____	SAILAM	_____
MOPICY	_____	SOANAT	_____	UEQUE	_____
MALUNI	_____	ZIDOLIE	_____	MACETHE	_____
RIENOT	_____	ONGUTE	_____	UNSEST	_____
PINGEO	_____	TOSOMEW	_____	AMPIRVE	_____
NERUTAL	_____	UDAPTED	_____	FIATEX	_____
REFIGHT	_____	DIRONCLA	_____	COFFIE	_____
CLOLONE	_____	TUROPE	_____	ALALIK	_____
HOBOBLING	_____	AGUJAR	_____		

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

GROUP 2

DEACLEB	_____
CUROSE	_____
ARGAGE	_____
CARIONA	_____
GOTURME	_____
LORACE	_____
ENOVIC	_____
MYSTERY WORD	_____

GROUP 3

FINER	_____
HAPORON	_____
GRUNED	_____
RAITUL	_____
CRELEY	_____
UNIPAD	_____
ISLEMAD	_____
MYSTERY WORD	_____

GROUP 4

OVECT	_____
PURELDE	_____
RONUTIE	_____
AVATOIR	_____
IMISLE	_____
SIKEN	_____
SECHEM	_____
MYSTERY WORD	_____

GROUP 5

ENHOUG	_____
OVERTIG	_____
CREBRALE	_____
MENIGA	_____
ATRINGLE	_____
SHEREY	_____
IMONKO	_____
ROTICE	_____
SILORIN	_____
MYSTERY WORD	_____

GROUP 6

LASMAP	_____
SINIANE	_____
RINHEIT	_____
HORTOUGH	_____
LIBIA	_____
CLOUST	_____
CANCHE	_____
ASPICUES	_____
IGHETH	_____
DORCHI	_____
MYSTERY WORD	_____

GROUP 7

TROSKE	_____
BEESTH	_____
FIBLEO	_____
FONTARL	_____
AUSENA	_____
SANDETE	_____
HATTACE	_____
NIMATEA	_____
ECEDIT	_____
MYSTERY WORD	_____

★★ Contest

Grand Prize
$1,000
10 Runner-Up
Prizes
A GAMES T-shirt

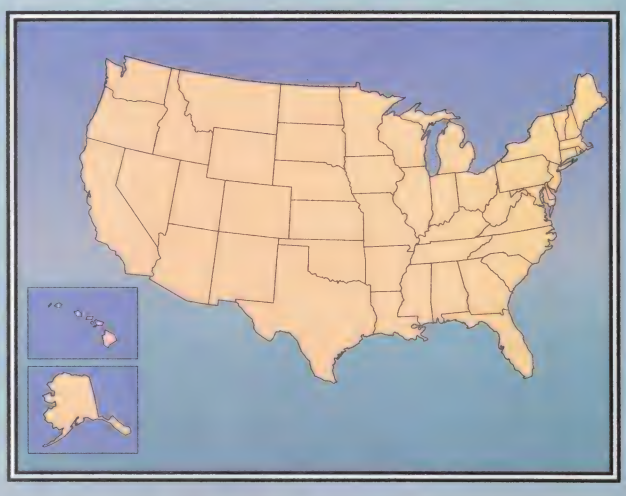
BY PADDY SMITH

BORDER DISORDER

Spot the set of 12 states drawn to the same scale and solve the secret site

The design above contains the outlines of 23 different U.S. states. Some outlines have been rotated, but all of them have shapes matching those in the reference diagram at right.

Each state has been drawn to one of two scales, which are significantly different from one another. The challenge is to identify the set of 12 states whose scales match, and then rearrange their initial letters to spell a fictional TV place. (If a state has two words in its name, only the first letter of its first word is considered an initial letter.) A word to the edgewise: The regions have been colored to make the design pretty (and pretty confusing), but the colors are not relevant in solving the puzzle.



ENTERING

Print or type your entry on the back of an envelope or postcard, together with your name and address. Mail your entry to: **Border Disorder Contest, GAMES Magazine, P.O. Box 184, Fort Washington, PA 19034.** You may enter as many times as you wish, but each entry must be on a separate sheet that also includes your name and address. **Entries must be received by November 3, 1997.**

MY FAVORITE new BRAIN TEASERS

BY MARTIN GARDNER

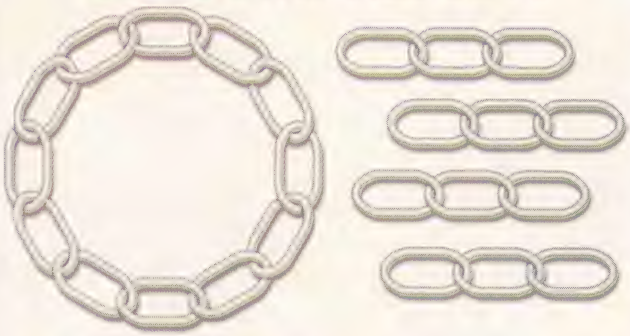
Nearly 20 years ago, Martin Gardner presented GAMES readers with a collection of his 10 favorite brainteasers of all time (January/February 1978 GAMES). Our personal favorite is reprinted below. Now this prolific author, who has been called "the Dean of American Puzzlers," has chosen for the benefit of GAMES readers his 15 favorite "new" brainteasers—ones that he's run across or created in the past 20 years. These puzzles don't require advanced math skills or specialized knowledge—just quick wits. Enjoy!

1 In which direction is this bus traveling?

2 Two engines face each other on a single track. They are 120 miles apart, each moving at a speed of 60 miles per hour. A fly on the front of one engine wants to fly back and forth on a zigzagging path between the trains until they meet. If the fly goes 30 miles per hour, how far will it have traveled when the engines collide?

3 Move just one toothpick and leave the giraffe unchanged. It may have a different orientation or be mirror-reflected.

CUT DOWN THE CUTS

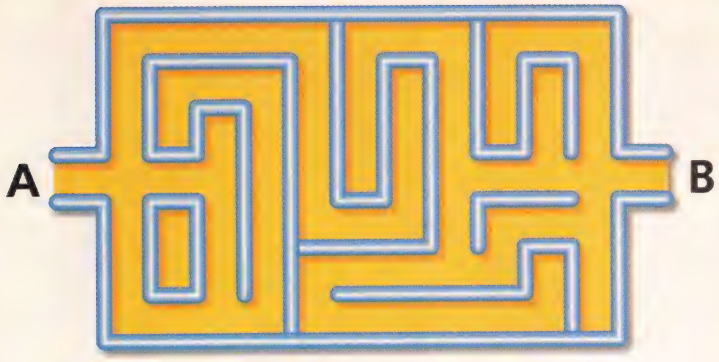


You have taken up the hobby of jewelry making and you want to join the four pieces of silver chain shown on the right to form the circular bracelet shown on the left. Since it takes a bit of doing to cut open a link and weld it together again, you naturally want to cut as few links as possible. What is the minimum number of links you must cut to do the job?

4 John's mother has three children. The oldest is a boy named Herbert who has brown eyes. Everyone calls him Herb. The next younger is a girl named Penelope. Everyone calls her Penny. The youngest child has green eyes and can wiggle his ears. What is his first name?

5 Which is larger—the number of all seven-letter English words ending in ING, or the number of seven-letter words with I as the fifth letter?

ANSWERS, PAGE 40



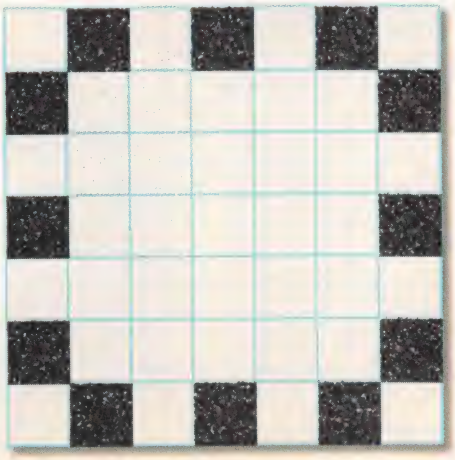
6 Starting at A, can you go to B without crossing any line of the maze?

7 A man opens the door to his house in time to hear one chime of his grandfather clock. A half-hour later it strikes once. Another half-hour later it chimes once. Still another half-hour later it chimes once. What time did the man get home?

8 Nine playing cards are arranged as shown. The sum of each row, each column, and one diagonal is six. Change the positions of three cards to make the square completely magic—that is, so that all rows, columns, and both long diagonals add to 6.

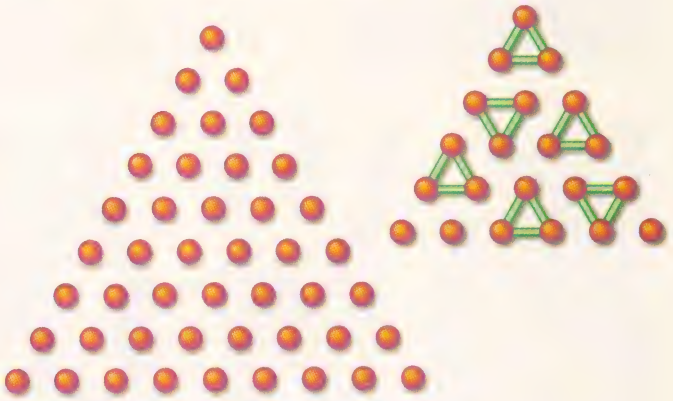
9 A deaf-mute walks into a hardware store. To let the clerk know he wants to buy a pencil sharpener, he sticks a finger in one ear and rotates his other hand around the other ear. The next customer is a blind man. How does he let the clerk know he wants a pair of scissors?

10 How many white squares are missing from this checkerboard pattern?



11 Assume that the first gh sound in ghghgh is pronounced as is hiccough, the second gh as in Edinburgh, and the third gh as in laugh. How should ghghgh be pronounced?

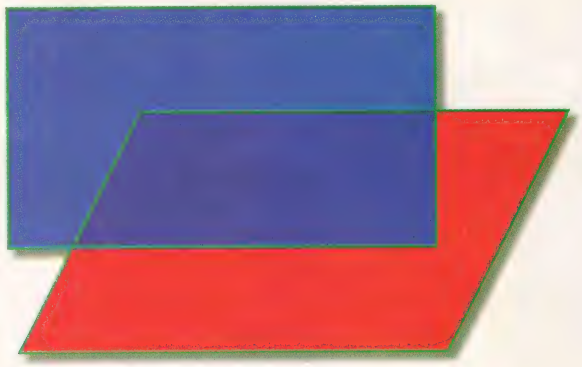
12 It is impossible to draw "unit triangles" (where an edge is equal to the distance between two adjacent dots) that connect all the dots in the pattern shown on the right. Show how to join all the dots with unit triangles in the pattern on the left.



13 Move one digit to a new spot to make the equation accurate.

62-63=1

14 It's easy to see a "1" in this pattern—just any straight line will do. But can you find the numeral 4?



15 Jim and Jane, one a Catholic, the other a Protestant, are being interviewed.
"I'm a Catholic," says Jim.
"I'm a Protestant," says Jane.
If at least one is lying, who is and who isn't?

Eyeball Benders

REELIN' IN THE YEARS

by Keith Glasgow

★☆ Over the past 20 years, we at GAMES feel we've gotten pretty close to our readers. But in this instance, the numbers representing those years (1-20) have gotten pretty close to *us*. Can you identify the familiar objects upon which they reside?

ANSWERS, PAGE 40

4x

5

6

10V

11

12 EX

14

roof • Anti-A
15

16

18

19

20

LAND RUSH

A Game of Of-Fence and De-Fence

This quick strategy game is a little like chess in reverse. The board starts empty, and players bring their pieces into play one by one in an attempt to enclose more than half the board. Pieces move normally, but none of them except the king can make a capture.

BLACK

WHITE

EQUIPMENT
A standard chess set

SETUP
The board begins empty. One player takes all the white pieces, and the other all the black pieces. Pieces are placed in view off the board. (In these rules, the term "piece" means both pieces and pawns.)

OBJECT
The winner is the first player to "fence off" more than half the board by creating a chain of his or her pieces connecting the left and right board edges. Adjacent pieces in the chain must be one square apart, in any direction (including diagonally). Squares occupied by the pieces in your chain count as part of your territory, as do all squares—whether empty or occupied by either you or your opponent—that lie between the chain and your side of the board.

EXAMPLE
In the diagram at left, Black has formed a chain shown by the red line, and has won by fencing off 33 squares.

PLAY
The White player goes first. On each turn, a player has two options: Create a piece or move a piece.

CREATING PIECES
Every piece has a creation cost, as follows: Pawns are free; a rook costs 2 points; a knight, 3; a bishop, 4; a queen, 5; and a king, 6.

0 POINTS

2 POINTS

3 POINTS

4 POINTS

5 POINTS

6 POINTS

by James Ernest

CREATION COSTS

When a piece is created, it comes into play onto an empty square on the first rank (the horizontal row of squares nearest the player creating it). The number of points available for creating a piece on a particular square is equal to the total number of pieces already in that file (the vertical column of squares containing the potential creation square). Both players' pieces count in determining the point total.

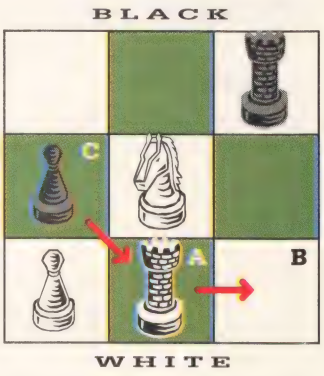
For example, if a file already contains three pieces, as shown in the diagram at left, a piece with a cost of up to 3 points (a pawn, knight, or rook) may be created on the first rank square of that file (assuming the square is empty).

Since pawns have a point cost of zero, you can create one in any file, even an empty one. On their first turns, in fact, both players have no choice but to create a pawn somewhere on their first rank.

Players are limited to the standard set of chessmen. You can't create a third rook, for example, or a ninth pawn.

MOVING PIECES

Pieces move as they do in chess, but—except for the king—they do not capture. A pawn may move one or two squares ahead on its first move (which is made from the first rank, of course, not the second rank as in chess).



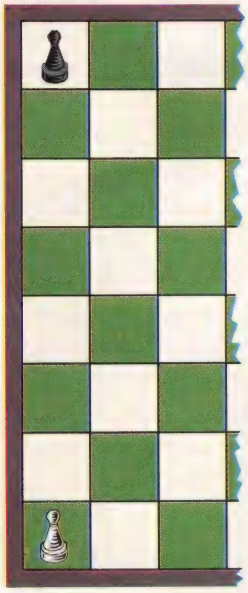
Pawns are allowed one special type of move peculiar to this game. A pawn may move one square diagonally onto a square that was just vacated by an enemy piece. This special move is called a "near miss." Example: If White moves the rook from A to B, Black may move the pawn from C to A, provided Black does so on the very next turn.

A king is the only piece that can make a capture. It does so by making its usual move (one square in any direction, including diagonally) onto a square occupied by an enemy piece. The enemy piece is removed from the board, but is available to be created again by its owner.

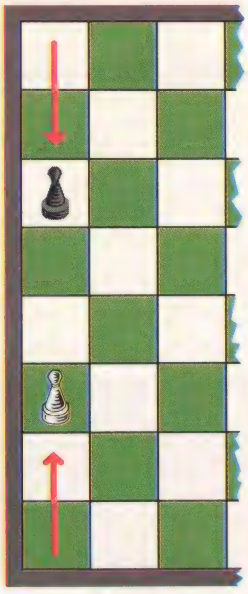
If both players agree that neither one can fence off more than 32 squares, the game is a draw.

SAMPLE OPENING

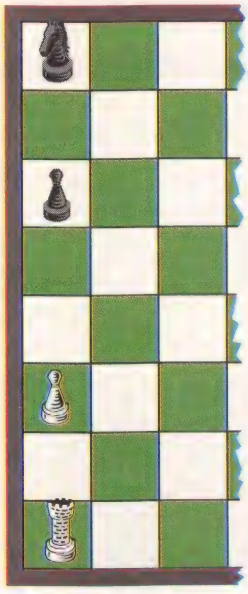
Shown below are the first few moves of a game of Land Rush. For the sake of space, the action is confined to a three-column section of the board.



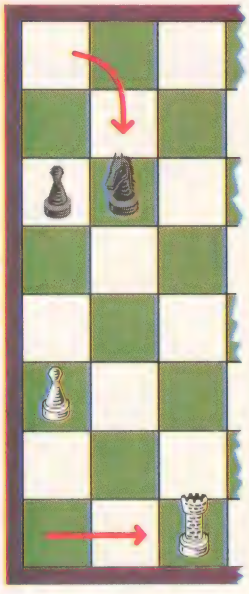
TURN 1
White creates a pawn.Black chooses to create a pawn in the same column.



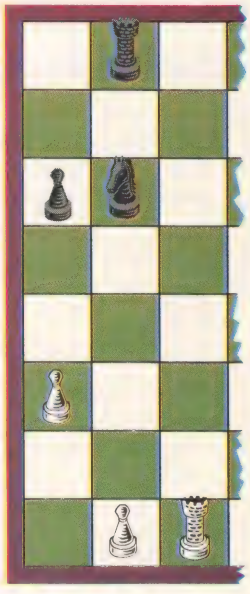
TURN 2
White advances his pawn two squares. Black advances her pawn two squares.



TURN 3
White creates a rook. Black creates a knight.



TURN 4
White moves his rook. Black moves her knight.



TURN 5
White creates a pawn. Black creates a rook.

James Ernest is a freelance game designer, and the president of Cheapass Games, a Seattle game company that sells creative card games and board games for around $5. You can learn more about his games at www.alexicom.net/cheapass.

FAMILY BOARD GAME

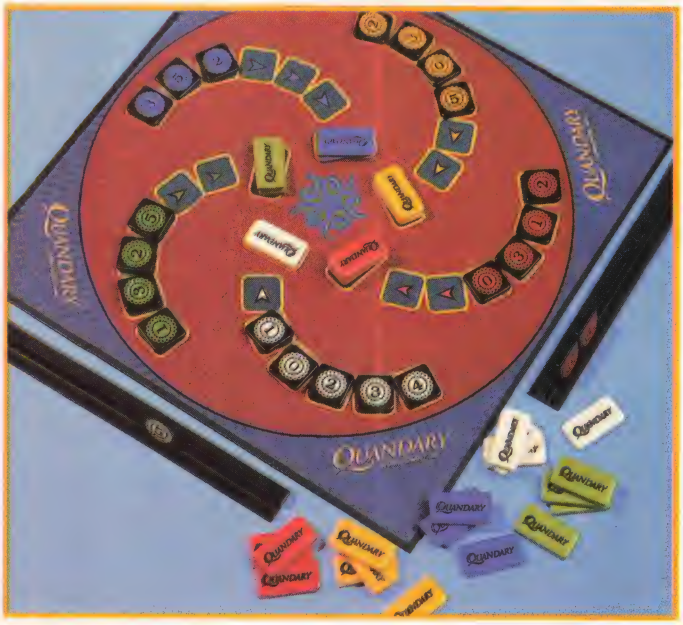
QUANDARY

MILTON BRADLEY, 413 525-6411; AROUND $30;
PLAYERS 2-4 **PLAYING TIME** 30 MINUTES

Quandary, a board-game adaptation of Reiner Knizia's German card game *Flinke Pinke*, is one of Uncle Miltie's best recent games, and proof that a large company can market a game with superb components at a reasonable price.

On the board are five colored paths of six spaces each and five central spaces of those same colors. There are five matching sets of six square tiles numbered 0 to 5, and five matching sets of six unnumbered oblong tiles, which are stacked on the central spaces. You begin by blindly selecting 7, 9, or 14 numbered tiles (depending on whether there are four, three, or two players) for your rack. Some tiles will be left over, and not knowing which ones they are is what gives this game its delicious suspense.

On your turn you place a numbered tile on a path space of its color and pick up an oblong tile of any color. Numbered tiles must be placed adjacent to another tile of the same color, but not necessarily in numerical order. The round ends when the sixth tile is placed on any path, and the last-placed tile on each path determines the value of the oblong tiles of its respective color.



In the illustrated position, if you play a white 5 to end the round, white oblong tiles score 5 points each, green ones 5, red ones zero, and so on. Play as many rounds as there are players, and whoever has the most points when it's over wins.

Is she hoarding green because she has the 5? Does that mean you should be collecting greens too? Will the round end before you get the oportunity to play your yellow 5? Are you sure somebody doesn't have the yellow 0 to render your yellows ... pointless?

Quandary is a delight: a tense, devious, nasty game. ■ —John Chaneski

COMPUTER ACTION STRATEGY GAME

NORSE BY NORSEWEST: THE RETURN OF THE LOST VIKINGS

INTERPLAY, 800 INTERPLAY; SATURN, PLAYSTATION $59.95, WIN95 $39.95

The Lost Vikings, one of our favorite video games from 1994, is faithfully sequeled in this funny game of logic and logistics.

You control three bumptious Vikings (and occasionally others) who are lost in time. Each has one or two skills that none of the others has. To progress through the game's 31 increasingly challenging levels, you must make them help each other.

Erik the Swift can jump, swim, and run (useful for breaking through walls). Baleog the Fierce punches, wields a sword, and can extend his bionic arm to grab distant objects (like keys). Olaf the Stout, the one with the shield, glides through the air and can pass gas to break through floors (now *there's* a handy skill).

An example of how they cooperate is this: You select Olaf, walk him up to a machine that's belching lethal fireballs in front of a ladder, and hold up his shield to block the fireballs. You then switch control to Baleog and Erik and walk them safely down the ladder one at a time. Then switch back to Olaf and, with careful timing (watch those fireballs), have him follow his cohorts.

Being human, so to speak, your three charges are vulnerable to all sorts of enemy tactics (the evil Tomator, from whom the Vikings escaped last time, has captured them again). A Viking can absorb only so much punishment before he dies, and all three are needed to complete each level. Useful tools and weapons are to be found here and there, not to mention snacks, and your Vikings can even share items with one another.

I recommend the PlayStation version, which is displayed full-screen. The display in Windows 95 is relatively small, and you may have trouble seeing some important details. ■ —B.H.

PHOTOGRAPHS BY BUTLER & TEGNI

PARTY GAME

BEYOND BALDERDASH

PARKER BROTHERS, 508 921-3500; $14.99;
PLAYERS 2 OR MORE **PLAYING TIME** 40 MINUTES

We like games that let us fool our friends. The original Balderdash was ideal. Based on the parlor game of fictionary, the idea was to choose a comically obscure word (e.g. "zyzzogeton"[1] and invent fake definitions that you hope your opponents will vote for instead of the real ones.

Beyond Balderdash takes the next natural step. Bizarre words are still represented, but also four new categories: People, Initials, Movies, and Dates. So in addition to trying to get your opponents to choose a false definition for "tweezlik"[2], maybe you can fool them with Mordecai Maerowitz's claim to fame[3], or the meaning of the acronym T.H.S.A.[4], or the event that occurred on May 30, 1911[5], or a plot for a movie called *Pardon My Trunk*[6]. The fact that you've never heard of any of these things is totally irrelevant—creativity and guile are what lead to victory, not knowledge.

Upon hearing the word or name or phrase to be defined, players write down a cleverly convincing fake answer. The emcee for that round records the real definition, collects the fakes from the other players, then reads them all in random order.

Choosing the right answer and getting other players to pick your phony one let you advance on the board. But the emcee advances if no one gets it right. After scoring, a new emcee begins the next round. First player to the finish line wins.

The game comes with directions for two players, but you'll need at least four to achieve Beyond Balderdash's potential for lunacy. We think the game is beyond good: it's absolutely squdephalinous[7]. ■ —Eric Berlin

1. *A South American grasshopper.*
2. *A tool used for making rope.*
3. *He invented the game Mastermind.*
4. *Traveling Hat Salesman Association.*
5. *The first Indianapolis 500 was run.*
6. *A family receives an elephant from a prince.*
7. *Terrific. (OK, we made this one up.)*

ACTION ADVENTURE COMPUTER GAME

OUTLAWS

LUCASARTS, 800 985-8227; WINDOWS 95, $49.95

If you've ever dreamt of strappin' on a holster, chompin' down on a cheroot, and reachin' for your sixguns, Outlaws is your brand o' game.

The cinematic introduction ushers in a realistic world of gunplay and death at high noon. The skillful, even moving, setup uses an artful comic-book style to tell the tale of Marshal Anderson's retirement with his wife and daughter. Using powerful images that recall the best of Japanese anime, we watch in horror as the marshal's family is killed and his house burned. His mission of justice becomes our mission, too. Never have I felt so motivated after watching a game introduction.

The settings reinforce the realism: dusty streets of a western town, with plain wood buildings and curtained windows for bushwackers to hide behind. The music, also released as a separate CD, is stunning.

The gameplay, even for those who've never stalked the caverns of doom, couldn't be easier. You start with a sixgun that is always aimed in the direction you're facing. Targeting is not the point, but rather making sure you get the jump on the outlaws before they get the jump on you. Ammo and other weapons can be found, but you'll have to conserve your bullets and be sure to find a safe place to reload—you don't want to get caught out there with an empty weapon.

In addition to the main game, there are also historical missions in which you relive the marshal's rise from Associate Deputy to Sheriff. You gain points by capturing or killing outlaws, recovering stolen loot, and using the fewest bullets.

Outlaws is designed for solo play as well as for head-to-head modem play and for networked mayhem for up to eight gunslingers. Welcome to the shootout! ■ —Matt Costello

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GAMES & BOOKS

TWO CHESS BOOKS

THE COMPLETE IDIOT'S GUIDE TO CHESS

BY PATRICK WOLFE; ALPHA BOOKS, 1633 BROADWAY, NEW YORK, NY 10019; 348 PP., PAPERBACK $16.95

CHESS FOR DUMMIES

BY JAMES EADE; IDG BOOKS, 800 762-2974; 362 PP., PAPERBACK, $16.99

Patrick Wolfe is an international chess grandmaster and a two-time U.S. champion. James Eade is a chess writer, organizer, teacher, and national master. Though their books are outwardly similar and seem aimed for the same audience, they are very different.

Eade's book is more fun to read (except as noted below), thanks to his fluent, friendly style. This is a useful quality in a book for readers who feel intimidated by chess (that is, anyone who would buy a book with the word "idiot" or "dummy" in the title). But Eade handcuffs himself by not explaining chess notation, a simple shorthand for recording and reading chess moves, until two-thirds of the way through the book. He must therefore explain what happens on the chessboard using words and sentences, repetitively and often tiresomely.

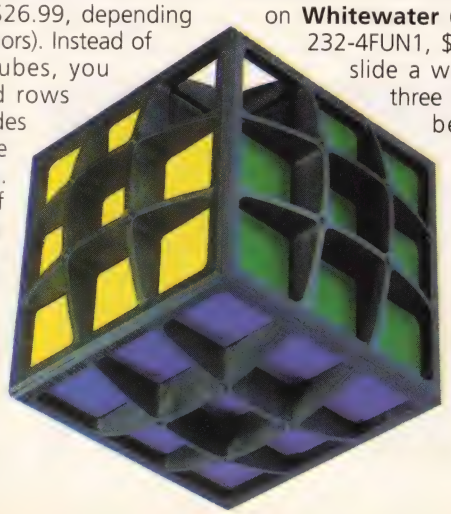
The level of instruction in Eade's book is *very* elementary, with hardly any discussion of tactics or strategy beyond the rules, the basic moves, and a few classic games. Though there's lots of useful information about organized chess and the Internet, you'll find nary a word about chess history and no pictures. Some diagrams are hard to read (the gray squares are too dark), and some are wrong. There are many notation errors.

Eade's book is a nice salad, but Wolfe's is a nourishing meal. After a succinct tour of chess history, he describes the moves of the pieces while explaining chess notation in context—an excellent idea. This makes it possible for him to discuss concepts and positions without resorting to cumbersome verbosity.

The level of instruction here is rather higher than in Eade's book, which makes it a better value. You can find all the basic stuff in both books (and in a great many others), but Wolfe provides much more of what you're looking for if you want to learn to play chess. The diagrams here are better, too, and there are many interesting sidebar tidbits. The book includes photos but no classic master games. ■ —B.H.

ALSO NOTABLE

Rubik's Cube is never far from the minds of puzzle makers, judging by the number of variations we see every year. The best of the recent crop is the **Vadasz Cube** (Island Communications, 800 519-0507), another gift from Hungary (*vad* means "game"). It comes in three sizes: 2x2x2 ($5.99), 3x3x3 (pictured, $12.99), and 4x4x4 ($13.99 to $26.99, depending on materials and colors). Instead of twisting sets of cubes, you push columns and rows first to make all sides black, then to restore the original colors. It's a different sort of logic challenge than Rubik's Cube, and a lot easier on the wrists.



From England comes **Mind Lock** (distributed by Buffalo Games, 800 832-2331, $5.99), a clever two-sided puzzle. On each side are four colored sliding panels, with additional panels sandwiched between them. By sliding the panels to reveal those underneath and maneuvering the correct ones to the top, you try to make each side a solid color. Medium challenge.

If you insist on exercising your extensors and lumbricals, take a wild ride on **Whitewater** (Channel Craft, 800 232-4FUN1, $19.95). You have to slide a wooden "boat" with three or four "crew members" (little steel balls) through the "rapids"—represented by a flat surface containing a number of strategically placed pits—without letting any of your crew fall into the pits. Like Labyrinth, but less nerve-racking. ■

COMPUTER ADVENTURE GAME

FABLE

SIRTECH, 800 447-1230; DOS; $49.95

FINGERS — BRAIN

JUMP RIGHT IN — READING REQUIRED

Sirtech Software has been producing high-quality RPGs for the past 15 years. Fortunately, they're giving their new titles in the graphic adventure genre the same care as they gave their long line of Wizardry games.

Designed by an English development team, Fable features that peculiarly British wit—watch some Monty Python movies or reruns to get into the right spirit. Its outstanding graphics may remind you of recent Disney animated features, and its compelling story helps make the whole production entirely recommendable. If you enjoy the graphic adventures from Sierra On-Line and LucasArts, you'll be right at home with Fable's simple interface and game play.

You have to guide a little guy named Quickthorpe in his quest to retrieve jewels from four dangerous beasts in four environments: ice, fire, water, and mist. The puzzles are often funny, as are their solutions. Some puzzles, in fact, have no solution but are meant merely to tease you. The animation is beautiful, much like a high-tech cartoon, and the rousing music and "live" voices are of the highest quality we expect in today's adventures.

Considering the glut of mediocre adventure game cramming store shelves these days, it's good to find one that meets the highest standards and has a great sense of humor besides. Equal parts science fiction, fantasy, and comedy, Fable will hold your interest like a good book. How appropriate that the game's package looks like an ancient tome. ■ —Russ Ceccola

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Periodicals and a Web Site for Players and Collectors

by burt hochberg

Whatever your interest in board games—whether you play them, invent them, collect them, or take them apart to see how they work—there's a magazine for you. The best magazines devoted to board games in general, and the best Web site, are described here. In a future issue we'll survey magazines and Web sites devoted to specific board games.

GAMES magazine itself allots relatively few pages to game reviews in each issue (except in the December Buyer's Guide, which provides comprehensive coverage), and about half of those pages are devoted to electronic games. Reviews in GAMES are necessarily brief. For more detailed criticism and analysis of foreign and domestic board games and puzzles of all genres, good and bad, we suggest that you investigate the journals below. Their overall editorial standards are excellent. Production quality is generally good. In some cases, though, publication schedules are irregular.

SUMO

Edited and published by Mike Siggins, 129 Ardmore Lane, Buckhurst Hill, Essex IG9 5SB, England; e-mail sumomail @aol.com (inquire for subscription and single-issue prices), Sumo is a quarterly review specializing in European board games, but with attention also paid to American games of interest. Each issue is nominally 36 pages, but Siggins sometimes publishes an extra-large issue to make up for earlier missed deadlines.

Sumo offers reviews by Siggins and others, plus convention reports, editorials, and news. One of the most interesting features is the very generous letters column. Commercial advertising is accepted, and readers may submit want ads.

Despite the length of some reviews (which is often necessitated by the absence of photos or diagrams), *Sumo* is always stimulating and entertaining. Recent issues can be found on The Game Cabinet Web site (described below), and plans are underway to reprint all back issues there eventually.

WORLD GAME REVIEW

WGR is devoted primarily to commercial and noncommercial games and puzzles that lend themselves to strategic, mathematical, and logical analysis, and includes articles on cryptography, cryptarithms and other word games; chess variants; card games; strategies for solving various kinds of puzzles; analyses of peg solitaire; domino construction tasks; hexomino and polyomino problems; as well as sober discussions of such surprising topics as Super Crazy Eights for Two. It also contains abundant reference material, such as bibliographies of books and articles in many languages, lists of names and addresses, and sources of mail-order games and puzzles.

World Game Review is edited by Michael Keller, 1747 Little Creek Dr., Baltimore, MD 21207 (subscription $11 for four issues, single copies $4 for nonsubscribers, back issues available). Only 12 issues have been published since the magazine was launched in November 1983. Alarmingly, the last one came out more than three years ago. Keller informs me, however, that WGR "should be on a regular schedule this year."

THE GAME REPORT

TGR is described by its founder, owner, editor, publisher, and chief writer Peter Sarrett as a "roughly quarterly publication for board, party, card, and dice game enthusiasts." An annual subscription costs $10 from Peter Sarrett, 1920 N. 49th St., Seattle, WA 98103; e-mail peter@wolfenet.com. Single issues and back copies are available.

Sarrett doesn't much care for strategy games, so you'll find few of them reviewed in *TGR*. But he and his guest reviewers and readers offer thorough discussion and criticism of commercial "beer-and-pretzel" games, all in an appropriately breezy style. Very much a personal journal, *TGR* is in large part a reflection of Sarrett's own view of games and the games world. Considering how much good stuff Sarrett manages to cram into each 32-page issues, at $10 a year *TGR* is a true bargain.

GAMES GAMES GAMES

Published in England 10 times a year, this professionally produced and edited magazine costs £33.50 ($55) for an annual airmail subscription to the U.S. (SFC Press, 42 Wynndale Road, London E18 1DX, England).

The magazine focuses on board games, card games, role-playing games, and play-by-mail games. The editors, Theo Clarke and Paul Evans, and some 10 other writers offer reviews and heaping gobs of current news about domestic and foreign games and game personalities, with special reports on the big European game fairs.

Everyone interested in the world of modern commercial games, especially in Europe, should be getting this magazine.

GAMERS ALLIANCE REPORT

This illustrated quarterly is published for members of Gamers Alliance by its president, Herb Levy (P.O. Box 197, East Meadow, NY 11554; e-mail gamers@pipeline.com). Membership is $25 a year, single issues $5. Gamers Alliance Report consists mainly of news and reviews about modern American commercial games (and a sprinkling of foreign ones), with many reviews by the great game inventor Sid Sackson.

GAME TIMES AND GAME RESEARCHER'S NOTES

These two well-produced periodicals are each published three times a year for members of the American Game Collectors Association, a non-profit organization "dedicated to the collection and preservation of American games, and to the encouragement of research on the history of games and game manufacturing in the United States, focusing on games commercially produced prior to WW II."

Annual membership is $25 and includes a members' directory and invitations to regional and national AGCA conventions. Write AGCA, P.O. Box 44, Dresher, PA 19044. Commercial and classified advertising is accepted.

The AGCA Archives publishes for members a catalog listing about 6,800 games by over 1,500 companies. Also, rules and variants for over 1,400 games are retrievable through the AGCA Archives at www.usa.net/~rfinn/agca.htm. The editor of *GRN*, David Galt, may be reached via e-mail: gamepiece@msn.com.

THE GAME CABINET, ETC.

For multitudes of game lovers, www.gamecabinet.com, created and managed by Ken Tidwell, is home. This compendious omnium gatherum includes far too many features, departments, and links to describe adequately.

One of the most useful features of The Game Cabinet is its continuously updated archive of game rules translated from German and other languages. For that service alone, Tidwell and his contributors deserve the highest praise. But there's more: reviews, news, commentary, history, and even the text of Mike Siggins' *Sumo*. And for everything about card games, visit John McLeod's wonderful site at www.netlink.co.uk/users/pagat/.

These sites are what the Internet was created for. If you haven't logged on yet, don't wait another minute. ■

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CONTEST RESULTS

APRIL

COLOR SCHEME

Following directions wasn't easy in this complicated contest full of contradictory rules and self-referential sentences. Entries were to consist of a list of numbers determined by the instructions in a box full of sentences made up of red, purple, blue, and green type, running right-side up, upside down, and sideways.

A necessary first step in solving was to determine the "color" of each sentence, which sometimes involved interpreting conflicting instructions. Such conflicts, as the general instructions outside the box explained, were to be resolved by referring to other instructions. This was the case with the following pairs of sentences:

Conflict 1

"If a sentence is all one color, then that's its color."

"If a sentence is all one color (like this one), then it's considered blue no matter what its actual text color."

Conflict 2

"If different sentences lead to the same number being written more than once on your entry, only write that number on your entry once."

"If different sentences lead to the same number being written more than once on your entry, then do not include that number on your entry at all."

Conflict 3

"All numbers listed in your entry must appear in ascending order, from lowest to highest."

"All numbers listed on your entry must be written in descending order, from highest to lowest."

The rules that were relevant in settling these conflicts can be summarized as follows:

1. If a sentence contains words of more than one color, the sentence is considered to be the color of its first word if the sentence is right-side up, the color of its last word if the sentence is upside down, and red if the sentence is sideways.

2. Red sentences take precedence over purple, and purple ones take precedence over blue. If blue and red sentences conflict, the red sentence takes precedence if it's upside down; otherwise, the blue one does.

Based on the above, the three conflicts are resolved as follows:

Conflict 1: The first sentence is blue (regardless of how this conflict is resolved, since it consists of all blue words) and the second is purple (the color of its first word and the fact that it is right-side up). Purple takes precedence; thus, all one-color sentences are whatever color they're printed in.

Conflict 2: The first sentence is red and the second is purple; thus, any duplicated numbers are to be written on the list once (but only once).

Conflict 3: The first sentence is blue, but the second is red (because it's upside-down and its last word is red). Since an upside down red sentence takes precedence over any blue sentence, numbers are to be written in descending order.

We can now determine the colors of all the sentences and answer the questions that involve counting the number of times certain words appear. The correct totals are as follows:

8 = times the word "zebrafish" appears (the two-word variation "zebra fish" doesn't count)

3 = purple words in red sentences ("twice," "more than")

1 = purple words in blue sentences ("purple")

7 = red sentences and blue sentences that contain the word "purple"

3 = purple sentences containing the word "red"

We are also told (by an all-blue sentence) to ignore any purple word that's in a red sentence. Thus, the purple words "more than" should be ignored in the sentence that reads, "If the word 'zebrafish' contains more than 9 different letters of the alphabet, then do not obey any sideways red sentences that contain exactly one blue word." (Note that this sentence is considered red because it is sideways and contains mixed colors.) Since "zebrafish" *does* contain nine different letters, we are to ignore the instruction that reads, "On your entry, write twice the number of times the word 'red' appears in purple or blue sentences."

Exceedingly easy so far, don't you agree? Now comes the hard part. An insidious little sentence that we have not yet considered reads, "On your entry, write the first two numbers that would be on your list if all the words in this contest were blue and this sentence did not exist."

Some solvers thought this sentence should simply be ignored because of its final clause; but that clause is within a hypothetical statement, which does not alter the fact that the sentence exists. (It would be a different matter if the sentence asked you to write the first two words that would be on your list if the entire contest did not exist; in that case, there'd be no list in the first place, and nothing to write.) If you're doubtful about this, consider a similar but simpler sentence: "Write the first two numbers that would be on your list if this sentence did not exist." It seems clear that the hypothetical nonexistence of the sentence cannot alter the existence of the list, and the correct response to such an instruction would be to write down (again) the first two numbers that are already on your list.

Once you determine that the sentence needs to be obeyed, you will quickly realize that you have a lot of work left to do. You have to imagine an entire new version of this contest which is identical to the actual one in every way except that (i) the sentence we're discussing is missing and (ii) all the words in the remaining sentences are blue.

Now, suddenly, all the old conflicts have to be re-resolved, with the help of the following, now-relevant statement:

"If two instructions of the same color contradict one another, obey the one that's right-side up or disobey the one that's upside down; if that still doesn't resolve the conflict, obey the one with more words in it."

Conflict 1 no longer matters; everything is blue. But Conflict 2 is now settled on the basis of sentence length (since both sentences are right-side up), which changes the outcome: In this still-hypothetical all-blue contest, if different sentences lead to the same number being written more than once on your entry, then you do not include that number on your entry at all. And Conflict 3 is now resolved in favor of writing in ascending order, since a right-side up instruction takes precedence over an upside down one.

The counts now change as follows:

8 = times the word "zebrafish" appears (the two-word variation "zebra fish" doesn't count)

0 = purple words in red sentences

0 = purple words in blue sentences

9 = red sentences and blue sentences that contain the word "purple"

0 = purple sentences containing the word "red"

We also have to add the result of a previously-ignored instruction:

26 = twice the number of times

ILLUSTRATIONS BY STEVE MELLOR

"red" appears in purple or blue sentences.

So in the hypothetical situation in which everything is blue, your number list would consist of 8, 9, and 26 (the 0's would not appear at all, due to the new resolution of Conflict 2). The first two numbers on that list are 8 and 9, which are then added to your "real" list, yielding the following set of numbers: 8, 3, 1, 7, 3, 8, 9.

Since we're back in the real world, where the conflicts are resolved as originally discussed, duplicate numbers are written just once each (but not eliminated), and all numbers are written in descending order. The answer to the contest, therefore, is: 9, 8, 7, 3, 1. Of the 1,156 entries we received, 31 percent had the correct solution—a far higher percentage than we imagined possible. The grand prize of $1,000 goes to Chester Woodall III of Frankford, Missouri. His entry was selected at random from the correct ones. Runner-up GAMES T-shirts go to: Greg Hopkins, Naples, FL; Peter Inslee, Rockville, MD; Bob Anderson, Redondo Beach, CA; Scott Silverman, Pasadena, CA; W. Eric Martin, Albany, CA; Heidi and Steve Marschner, Freeville, NY; Bryan Jacobs, Baltimore, MD; Tony Trout, Richardson, TX; Clifford Lopate, Chicago, IL; and Ryan Johnson, Lancaster, PA. —R.W.S.

APRIL

HIDDEN CONTEST

Unlike our last (overly well) Hidden Contest, this one was easy enough that 98.6 percent of the 881 entries we received were correct. The first clue to finding the contest, which was concealed in the answer to "Fold-erol" (page 30), was the puzzle instruction that read, "Each space in the grid will be used in exactly two words." Each of the letters in the top two and bottom two rows of triangular spaces was part of only one answer word; however, when the letters in these triangles were read from left to right and top to bottom, they spelled HIDDEN CONTEST SEND US ORIGAMI.

Quality of the entries didn't count—any folded paper was acceptable—but many readers worked hard to be artistic. We received huge entries in large boxes, tiny entries in envelopes, and all sizes in between. Some of our favorites are shown here.

The 15 GAMES T-shirt winners, selected at random from the correct entries, are: Erica Cannon, Colorado Springs, CO; Ann Roneid, West Allis, WI; Noel Brawn, Ballwin, MO; Debbie Mollenkamp, Columbia, MO; Shirley James, Columbus, GA; Ilia Suter, Jordan Station, Ont.; Susan Logan, Brookfield, CT; Mary Ann Kramer, Granite Falls, MN; Lynne Kilbourn, Honesdale, PA; Ann Smith, Colorado Springs, CO; Ann Barker, Redding, CA; David Yee, Toms River, NJ; Elizabeth Roddy, Golden Valley, AZ; Kay Carlson, Farmington Hills, MI; and Ryan Johnson, Lancaster, PA. —J.W.

Among our-igami favorite submissions, pictured from top to bottom: Karen Gotshall, Franklin, IN; John Jamison, Fresno, CA; Matthew Martelli, Annapolis, MD; Karen Yu, Brooklyn, NY; and Janet Black, Trenton, MI.

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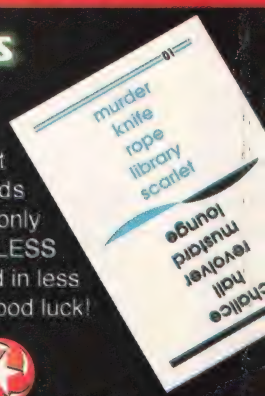

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WILD CARDS

TRIVIA

MUSIC BY THE NUMBERS

In honor of GAMES' 20th anniversary, here is a list of pop song titles from which we've removed the numbers 1 through 20, once each. Can you match each missing number with its corresponding tune?

a. "Torn Between ___ Lovers" by Mary MacGregor
b. "___ Tons" by Tennessee Ernie Ford
c. "___th Hour Melody" by Al Hibbler
d. "Nine to ___" by Dolly Parton
e. "At ___" by Janis Ian
f. "___ of These Nights" by The Eagles
g. "___ Miles" by Chubby Checker
h. "The Magnificent ___" by The Clash
i. "___ Days" by J.J. Cale
j. "___ Days a Week" by The Beatles
k. "Hey ___" by Steely Dan
l. "___ Times a Lady" by The Commodores
m. "___ Commandments of Love" by Harvey & The Moonglows
n. "___32 Franklin Pike Circle Hero" by Bobby Russell
o. "Love Potion Number ___" by The Searchers
p. "___" by Alice Cooper
q. "5-10-___-20 (25-30 Years of Love)" by The Presidents
r. "___ Walls" by Jim Reeves
s. "Rainy Day Women #___ & 35" by Bob Dylan
t. "___ O'Clock" by The Lovin' Spoonful

—Charles A. Sambuchino

TEASERS

YEAR OF BIRTH

Every year on my daughter's birthday, an unusual phenomenon occurs which I note will no longer apply as of the year 2000. In fact, it will not recur until the year 2100, on the first of February. Can you identify this phenomenon, and hence my daughter's birthday?

—Mildred K. Henderson

LOGIC

FAMILIAR MUGS

"Last Christmas," Pat Potter said, "my sister and I, along with my children and grandchildren, gave each other personalized coffee mugs. Each mug described the relationship that the recipient bore to the giver: For example, a mother would give her son a mug inscribed SON. We only recognized certain relationships, but we recognized them uniformly—that is, if anyone gave a mug inscribed COUSIN, then everyone gave a mug to all their cousins, but nobody gave two mugs to the same person.

"After Christmas, we found that we had given the following mugs:

7 mugs saying BROTHER
6 mugs saying AUNT
5 mugs saying NEPHEW
4 mugs saying NIECE
3 mugs saying MOTHER
2 mugs saying GRANDSON
1 mug saying GRANDDAUGHTER

"None of us is married at the moment. Can you draw our family tree?"

—Steve Coughlan

FOR THE RECORD

CAPITALIZATION

What name becomes the name of a famous person when it is either preceded by or followed by the name of a country's capital city?

—Matt Jones

NUMBER PLAY

A STATELY ADDITION

We've heard of secession, we've heard of annexation, but this merger of five states yields a real peach of a solution. There are 10 different letters of the alphabet to decipher, one for each of the digits 0-9.

```
  I N D I A N A
  N E V A D A
      O H I O
    O R E G O N
+     I D A H O
-----------------
  G E O R G I A
```

—Sidney Kravitz

NUMBER PLAY

HAVE YOU GOT THE TIME?

Choose a time (a-j) that is most appropriate to complete each of the actions listed (1-10). For example, the answer to the question "At what time would you call for a local telephone listing?" would be 4:11.

At what time would you:

1. fill out your income tax forms?
2. devour a dozen doughnuts?
3. talk to your CB friend?
4. report an emergency on the telephone?
5. be successful in a game of blackjack?
6. have an electrician rewire your house?
7. catch a flight to Europe?
8. clean your kitchen?
9. shop at a convenience store?
10. work at the office?

a. 1:10
b. 1:21
c. 4:09
d. 7:11
e. 7:47
f. 8:12
g. 9:11
h. 9:25
i. 10:04
j. 10:40

—Ronald N. Ulrich

ILLUSTRATION BY SUSAN FARRINGTON

edited by paddy smith

TRIVIA

TV, A TO Z

The 26 actors listed below starred in 26 different television shows, each of which begins with a different letter of the alphabet. Although many of these stars appeared in more than one prime-time series, only one solution will use all 26 letters. We'll get you started by providing the only show in which the word "the" has been deleted from the title: David Duchovny (*The X-Files*, for the letter X). Only 25 more to go!

1. Loni Anderson
2. Christina Applegate
3. Eve Arden
4. Kathy Baker
5. Brett Butler
6. Sid Caesar
7. David Duchovny
8. Patrick Duffy
9. Clint Eastwood
10. Michael J. Fox
11. Larry Hagman
12. David Hasselhoff
13. Howard Hesseman
14. Kate Jackson
15. Jack Klugman
16. Linda Lavin
17. Penny Marshall
18. Kristy McNichol
19. Elizabeth Montgomery
20. Erin Moran
21. Bob Newhart
22. Carroll O'Connor
23. Suzanne Somers
24. Robert Stack
25. Robert Urich
26. Guy Williams

—David H. Cook

TEASERS

A BED OF ROSES

What do the following words have in common?

DECIDEDLY	PENSIVE	REGRET
WORTH	AFFIRMED	PONDER
DETERMINE	CAVALCADE	PLAUDIT

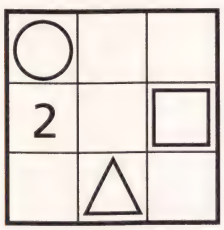
—David H. Cook

TOUGH NUTS

THE PATH OF MOST PERSISTENCE

Finish filling in the 3-by-3 grid below so that all the following statements are true:

1. Each square contains both one shape and one number within it.
2. The grid contains three triangles, three squares, and three circles.
3. The grid contains the numbers from 1-9.
4. Each row and column contains exactly two shapes that match.
5. A path can be traced, passing through orthogonally and diagonally adjacent squares, that travels from 1 to 9.
6. The sums of the numbers in each set of shapes are equal.

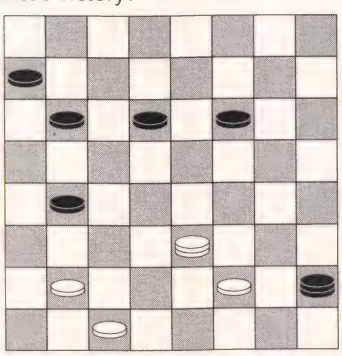


—Francis Heaney

CHECKERS

BACKSTABBER

White is moving up the board in the diagrammed checkers game below. It's White's turn. What series of moves will guarantee White's victory?



Standard checkers rules apply: If a jump is possible, it must be taken. If two jumps are possible, either may be taken, even if one is a multiple jump and the other isn't. Crowning a king ends a turn. Only kings can move backward. The game is won either by capturing all of the opponent's pieces or by leaving your opponent unable to move.

—John R. Gibson

ANSWERS, PAGE 43

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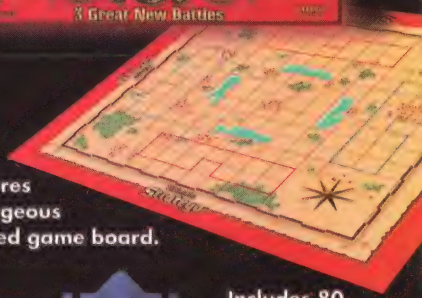

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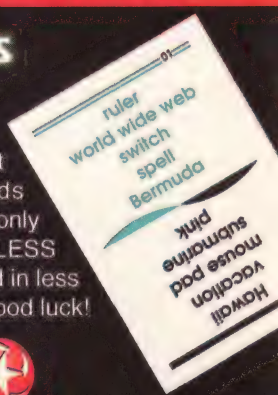

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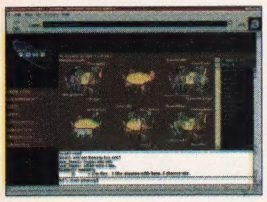
CONTINUED FROM PAGE 14

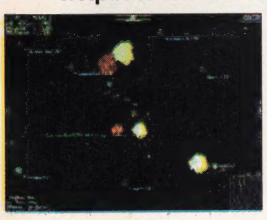
skip this and simply click on the game's title. Again, it's best to read the Help files.

The table on page 13 shows each company, the URL where you can get its software, what it charges, the games it supports (at the time of this writing, anyway), and whether you can get away with shareware for any of the games.

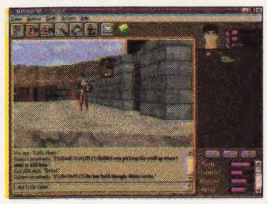


Microsoft's free Game Zone **http://www.zone.com** is yet another alternative for the chess-go-backgammon-playing types. Game Zone also has a few card games such as hearts and spades, and all of these fundamental strategy games require just the basic download. If you want to play some of Microsoft's original fast-action games like Monster Truck Madness, or play just about any game that is normally network-compatible, you'll need to install that game separately. It's definitely worth taking a look at the Zone, as Microsoft has made it clear that they intend to become a mighty online gaming presence indeed.

Not every one of these flashy, newfangled services offers you dozens of games to play online. Some just give you one really good, original one. I mentioned Asteroids as a game that seems somewhat dated when compared with these brash newcomers, but the good people at Blast and Virgin Interactive Entertainment realized that all Asteroids needed was a facelift, some new features, excellent graphics, multi-player capability, and a new name: Subspace. Once you get and install the software at **http://www.vie.com/subspace/**, you'll quickly find yourself flying around in a zippy little ship and being shot at by others during high-speed chases (and vice-versa). And if you really get serious, you can join a faction and declare war on the other teams. Pricing had yet to be determined at press time.



If role-playing is more your style, Dungeons-and-Dragons-type adventuring has gone graphical with the likes of Meridian 59 (software available at **http://meridian.3do.com/meridian**). The world of Meridian—why "59" is anybody's guess—is populated with all kinds of nasties, from extremely large baby spiders to trolls, zombies, and worst of all, other players. If you choose to be a good guy, watch your back. Ditto if you choose to be evil. Either way, the truly addicted can get themselves a guild, much like a faction in Subspace, and thus find friends to watch their backs for them—not mention go on the various quests. Meridian 59 charges a $14.95 activation fee plus $9.95 per month for unlimited play.



What's most amazing about the Internet is how very young it is, and how its number of games is growing exponentially. Meridian 59 will have some stiff competition, for instance, when the long-promised Ultima Online arrives—yes, it's based on the successful adventure game series. And fans of the Imagination Network, the games-only online service, will be delighted when it returns metamorphosed into CyberPark, a vastly improved and updated version of its former self. As of this writing, Ultima Online was still in the testing stage; CyberPark is promised by the end of the year.

Perhaps you are asking yourself, "How am I to find these games when they finally do come along?" Or perhaps you are screaming, "They forgot to mention such-and-such!" No sweat. Even if you are a newcomer to the Net, you can easily find anything you want, even stuff we didn't have room for here. Just go to the Web site **http://www.yahoo.com**.

Yahoo has organized the Web—not all of it, but a lot—into a series of menus and submenus. Just type in a word where it says "Search," hit that button, and explore the results. Or, if you're looking for something more specific, try a search engine like Alta-Vista or Lycos, which can locate the farthest-flung Web page with just a few keystrokes. (Basically, type in a word, or a phrase in quotes, or a combination.) If I may impose on you one more time, read Alta-Vista's Help file—you'll be glad you did.

Still, there's something to be said for just typing in random words, or, on Yahoo, clicking on the various links and going down through the menus until you find what you want—or find something you didn't want, but are delighted to find. You get a lot of that on the Net. ■

Eric Berlin is a columnist for Internet World *magazine, where he often writes about online gaming. A frequent contributor to* GAMES, *he last wrote about Orion's Crystal in the April 1997 issue.*

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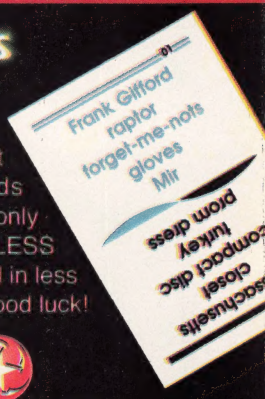

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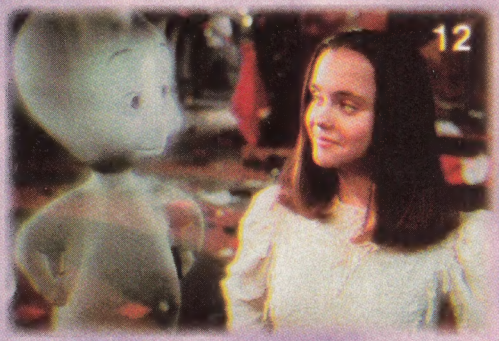
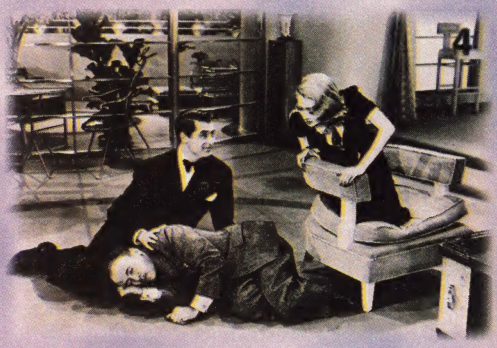
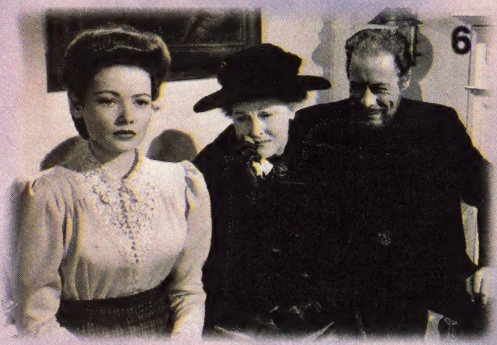




PLAYING DEAD

By Madolyn Geist

This quiz has a rather transparent premise: Identify the phantasmic films that appear here, along with their spectral ghost stars. Only a true ectoplasmic expert will have a ghost of a chance at identifying them all, but if the spirit moves you, anything is possible. If you need a little help from the Great Beyond, there are no grave consequences—just turn to page 41.



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Code	Star/Artist
3811	3T
2251	Aaliyah
2231	AC/DC
2234	Ace of Base
2371	Aerosmith
6261	Aimee Mann
6673	Alanis Morisette
2541	Alice in Chains
7452	Alicia Silverstone
2553	All-4-One
5333	Andrew Keegan
7222	Antonio Sabato
2276	Barenaked Ladies
2322	Beastie Boys
2325	Beck
2381	Beverly Hills 90210
2582	Blues Traveler
2661	Bon Jovi
2692	Boyz II Men
7482	Brad Pitt
7364	Brad Renfro
2725	Brandy
3723	Brendon Frasier
4732	Brian Austin Green
7771	Bruce Springsteen
2321	Bryan Adams
2872	Bush
2267	Candace Cameron
6361	Chris O'Donnell
7522	Christian Slater
3267	Claire Danes
2656	Collective Soul
2683	Counting Crows
2726	Cracker
2723	Cranberries
6283	Dave Matthews Band
2241	Dean Cain
3371	Depeche Moe
7292	Devon Sawa
3871	Duran Duran
3874	Edward Furlong
9662	Elijah Wood
5641	Elton John
3682	En Vogue
4291	Ethan Hawke
3832	Everclear
3451	Filter
3663	Foo Fighters
2764	Garth Brooks
4461	Gin Blossoms
4664	Goo Goo Dolls
4737	Green Day
4861	Guns N Roses
5621	Heather Locklear
4651	Hole
4663	Hootie & the Blowfish
1431	Ian Ziering
4662	Immature
4631	Indigo Girls
4691	INXS
4761	Iron Maiden
9253	Jamie Walters
5222	Janet Jackson
7423	Jason James Richter
7741	Jason Priestly
4273	Jennie Garth
5225	Jeremy Jackson
5671	Jeremy Jordan
2277	Jim Carrey
6725	Joan Osborne
5292	Joey Lawrence
6351	John Mellencamp
3373	Johnny Depp
2728	Jonathon Brandis
8292	Jonathon Taylor-Thomas
7331	Keanu Reeves
7642	Kenny Rogers
5472	KISS
5674	KORN
5521	L.L. Cool J
5721	Lenny Kravitz
3423	Leonardo DiCaprio
5387	Letters To Cleo
5633	Lisa Loeb
5484	Live
5651	Lollapalooza Tour
7371	Luke Perry
2851	Macauley Culkin
6231	Madonna
2271	Mariah Carey
6275	Marilyn Manson
4674	Mark-Paul Gosselaar
6271	Marky Mark
6571	Mary Kate & Ashley Olsen
2543	Mary J. Blige
3841	Melissa Etheridge
6355	Melrose Place
6382	Metallica
2651	Michael Bolton
5221	Michael Jackson
6664	Monica
6682	Motley Crue
6371	Natalie Merchant
6391	New Kids on the Block
6461	Nine Inch Nails
6471	Nirvana
6491	Nixons
6276	Oasis
2232	Paula Abdul
7321	Pearl Jam
7462	Pink Floyd
7641	Poison
7731	Presidents of the U.S.A.
7742	Prince
7531	R. Kelly
7363	R.E.M.
6232	Reba McEntire
7332	Red Hot Chili Peppers
7872	Rusted Root
7251	Salt N Pepa
9651	Scott Wolf
7322	Seal
7324	Seaquest Dsv
7383	Seven Mary Three
3641	Shannen Doherty
2763	Sheryl Crow
7453	Silverchair
7541	Skid Row
7526	Slash's Snakepit
7621	Smashing Pumpkins
7682	Soundgarden
7722	Spacehog
6452	Steve Miller
3674	Steven Dorff
8521	T.L.C.
8321	Tears For Fears
8441	Tiffani-Amber Thiessen
8622	Toadies
2724	Toni Braxton
2667	Tori Amos
7732	Tori Spelling
8221	U2
8744	Usher
8262	Van Halen
4451	Vince Gill
6341	Vince Neil
9331	Weezer
4681	Whitney Houston

PLUS...OVER 500 MORE! (If your favorite group is not listed here, just press or say the numbers on your phone that contain the first 3 letters of the group, or artist's last name (i.e. BON Jovi = 266, Bryan ADAms = 232).

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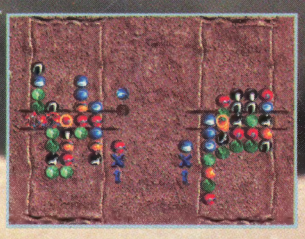
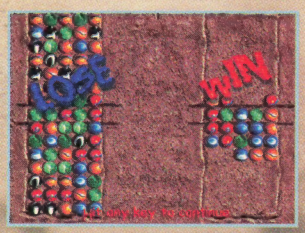
When **games** were simpler.

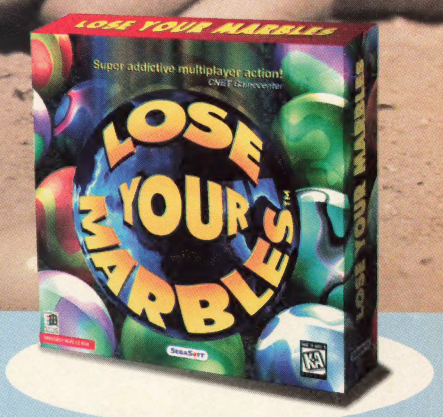
When a parent had a remote chance of triumphing over a child.



Work fast to match up marbles and make them disappear.



To win you have to Lose Your Marbles.



Lose Your Marbles. A puzzling diversion of 3D marbles, manic maneuvers, and multiplayer action.

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System requirements: Windows 95 IBM PC or compatible with P60 MHZ processor, CD-ROM, 1 MB SVGA, 8 MB RAM, Direct X 3.0.

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